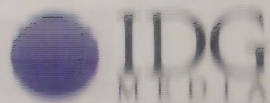


**PLAYSTATION
PRO**

**GIVEN AWAY FREE WITH
ISSUE 16 OF PLAYSTATION PRO**



FINAL FANTASY VII SPELLS & SECRETS



**PLAYSTATION
PRO**

Welcome...

The way we see it at PlayStation Pro is that it's our duty to only provide you with stuff that is genuinely handy. What's the point in giving you a walkthrough for a game that never really needs one? Anybody who's played Final Fantasy VII will already be aware that, with very few exceptions, they'll be able to play through the game contentedly without really getting stuck on some illogical puzzle. That's just not the way FFVII handles things.

What the majority of you will do though is miss out on a myriad of secret stuff that Square have tucked away where you'd least expect it. Chances are you'll never truly master the mysteries of Materia either. So we sat down and put our heads together to come up with what the average Final Fantasy VII player would want from us.

We decided that if we were you we'd want as much information on Materia and where to find it as possible, we'd want to be told where the secret areas that we'd obviously missed were, we'd want information on which character combinations work best within the game, and most of all we'd want a bloody map.

So, er, here they all are. Bound together for posterity in this wonderful little book, given away free with the January issue of your favourite PlayStation magazine - PlayStation Pro. So what are you waiting for? Load up the game and go and play it properly this time.

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Book of Spells

Materia

As you play the game, you'll find, buy, and be given Materia. These give your characters magical powers which increase as you use them. There are five different types of Materia:

Green (Spell) Materia allows you to cast Lightning, Fire, Cure and Barrier spells on yourself and your enemies.

Yellow (Command) Materia gives you the ability to Steal, Throw, Mimic, Attack Twice etc.

Purple (Independent) Materia

increases your scores, like Max HP or Speed Plus.

Blue (Support) Materia augments the power of certain other Materia. For example, the 'All' Materia, when combined with a Fire Materia, lets you cast a fire spell which will damage all your foes at once.

Red (Summon) Materia lets you summon monsters, like Shiva, Bahamut and Ifrit.

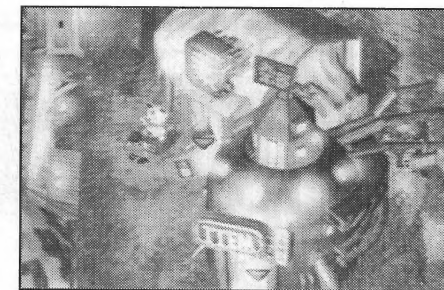
You can equip Materia from the

inventory menu and arrange them in any way you wish. Your weapons and bracelets have a certain number of slots. You can equip one Materia per slot. For example, if your sword has two slots and your bracelet four, you are able to equip your character with six Materia.

The more Materia you equip the more spells available to you, but they do tend to lower your statistics. While this is only temporary, you'll have to decide if you value skills or scores more when equipping certain Materia. To revert back to normal, simply remove the Materia from your slots. You'll observe that certain slots are connected whilst others have gaps between them. Connected slots are used to couple an Independent Materia with another Materia, since Independent Materia have no effect on their own.

When you win a battle, you gain AP (Ability Points). Each Materia has a number of stars, representing levels. All the Materia you'll gain begin at level one. The more stars a Materia has, the stronger and more useful it becomes. To gain a star you have to gain a certain number of Ability Points. However, only Materia that you have equipped earn APs. Materia that are passed between characters retain the APs they've earned from the last character.

You can 'master' a Materia by gain-



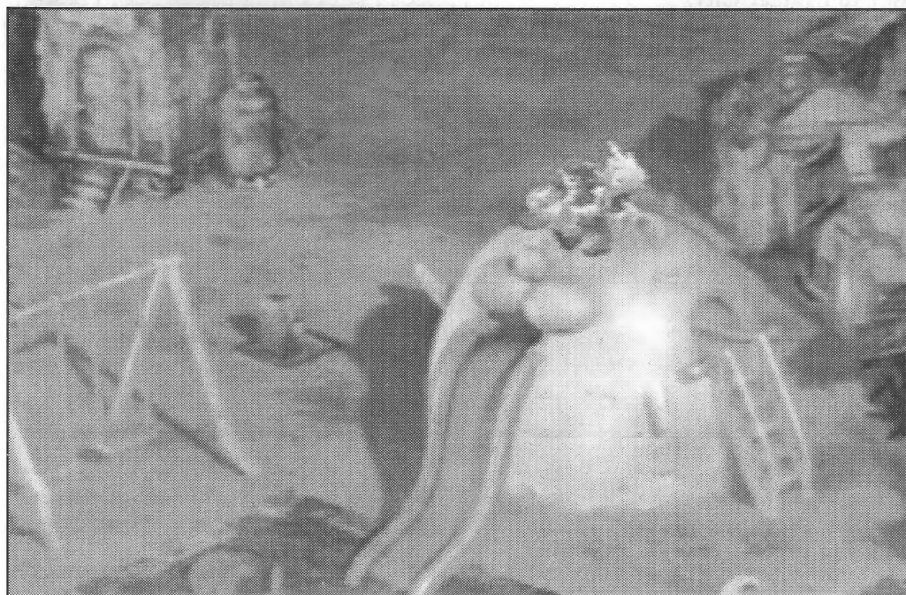
ing all its stars, which in turn gives you another Materia of the same type. This means that you can eventually have as many Ultima or All materia as you want.

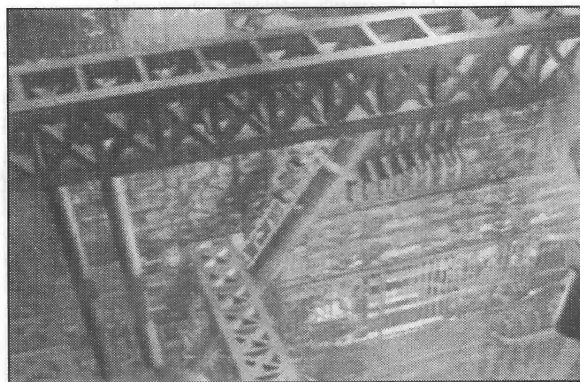
Make sure that you equip your Materia wisely. Give the good magic users the most potent spells and your weaker fighters long range spells. Also be aware that your weapons and bracelets have different growth rates for your Materia. Equip them in a double growth slot and (wait for it) their APs will double. Of course if the growth slot is normal it will grow more slowly, and if it is set at nothing you'll experience no growth at all.

Huge Materia and Master Materia

From Disc 2 onwards, you have the chance to find and collect four 'Huge Materia.' They are found in the following locations:

Blue Materia - North Corel. You have to save the town from being destroyed by a train during Disc 2.





Yellow Materia - The other Huge Materia is located in Fort Condor - you can only get this during Disc 2. You must win the 'mini-battle' to receive the Huge Materia.

Green Materia - Rocket Town. In Cid's ship you must enter the code command to free the huge Green Materia. If you can't save the Materia, it's lost for good.

Red Materia - Red Submarine. If you were able to sink the red sub during the return trip to Junon Town in Disc 2, you can capture the huge Red Materia from the sunken submarine.

You can receive the following materia from each Huge Materia: Master Magic allows you to cast any magic spell. However, you must first obtain all the materia of that colour and then second, you must master each of the Materia orbs before gaining access to the Master Magic.

Once you've fulfilled the prerequisites to get a certain master materia, simply return to Buugen Haagen's observatory in Cosmo Canyon and touch the correct Huge Materia. You do have to have all the mastered materia on hand, but it doesn't matter whether they're equipped or not.

If you're trying to get Bahamut Form Zero, then all you have to do is touch the huge blue materia and you'll automatically receive it after choosing the first option; you have to get this summon spell before you can receive the Master Summon materia. There's good news and bad news, though:

- All of the Master materia do not have level stars, so you can't simply 'master' them and get a second Master Materia. Wearing one doesn't effect your statistics, either.

When you receive a Master materia, you lose all the materia that you mastered. This means that not only will you be left with a bunch of low-level materia, but you'll have to master each of them if you want to get a second Master materia of that type.

The good news is that if you have two mastered orbs of the same type (say, two Fires and you're trying to get the Master Magic materia), you'll only lose one and keep the other.

Materia List

Green Materia

This section lists each Materia and explains its abilities and other information:

Attacking spells

Fire:

Elemental damage. Located: Wall Market, Costa Del Sol, Fort Condor, Mideel (comes equipped on Red 13).

Ice:

Element damage. Located: Wall Market, Costa Del Sol, Mideel, Fort Condor (comes equipped on Cloud)

Lightning:

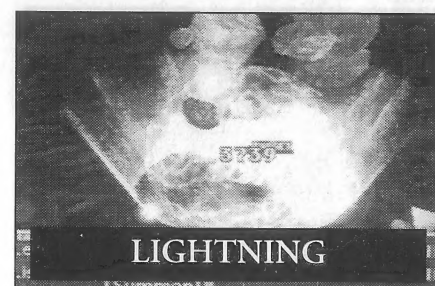
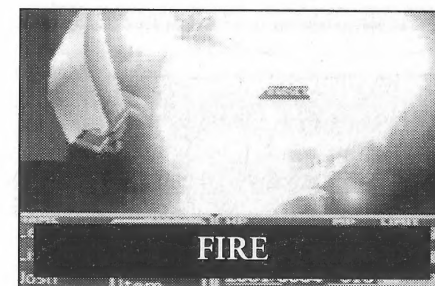
Element damage. Located: Wall Market, Costa Del Sol, Mideel, Fort Condor (comes equipped on Cloud).

Earth:

Quake element damage. Located: Kalm town, Costa Del Sol

Poison:

Biological damage. Located: Kalm town, Costa Del Sol, Shinra Building. NB. The Bio spell causes the 'Poison' status ailment resulting in continuous damage in later rounds.



Gravity:

Gravity element damage. Located: Cosmo Canyon. Demi drains an enemy's current HP by 1/4th. 'Demi 2' drains an enemy's current HP by 1/2. 'Demi 3' drains an enemy's current HP by 3/4ths.

Meteorite:

Comet physical. Located: Forgotten Capital:

Contain:

Freeze/Paralyze/Petrify/Flare damage. Located: Mideel village, after it is destroyed in Disc 2. Feed the white Chocobo a Mimett Greens and scratch its ear. NB. When Contain hits an enemy there is a 10% chance that the enemy is affected by the ailment.

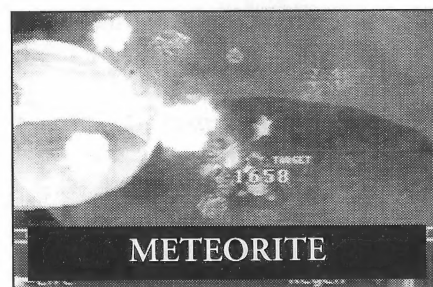
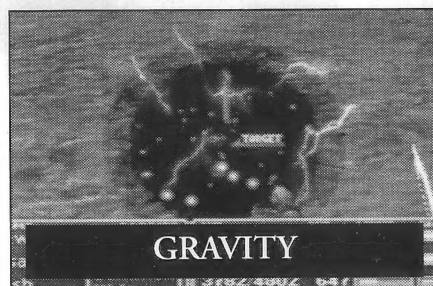
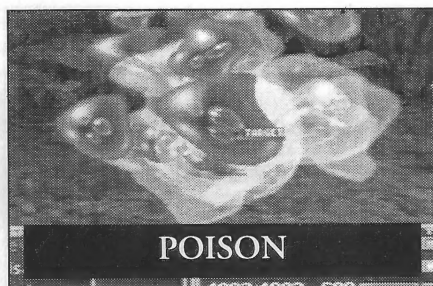
Ultima:

Non-elemental damage to all foes. Located: North Corel. You'll get this materia for free if you save the town. If you get to the Shinra train, but can't stop it in time, you can buy this materia for 50,000 gil. If you didn't reach the Shinra train in time, you'll never be able to get the Ultima materia.

Restorative spells

Restore:

Recovers lost HP/Regenerative. Located: Midgar City - Sector 5 Slums, Wall Market, Mideel, Fort Condor, Costa Del Sol, Mako Reactor No. 1



FullCure:

Recovers all lost HP. Located: Cosmo Canyon (back room of the Item Shop, Disc 2-3 only).

Heal:

Heals/Prevents 'Poison' status ailment. Located: Kalm town, Gongaga village, Upper Junon

Revive:

Bring back to life. Located: Upper Junon, Gongaga village, Costa Del Sol (Disc 2-3).

Indirect spells

Seal:

Inflicts sleep status/Silence. Located: Upper Junon, Costa Del Sol (Disc 2-3 only).

Mystify:

Inflicts 'Confusion' status/Berserk. Located: Gongaga village, Cosmo Canyon

Transform:

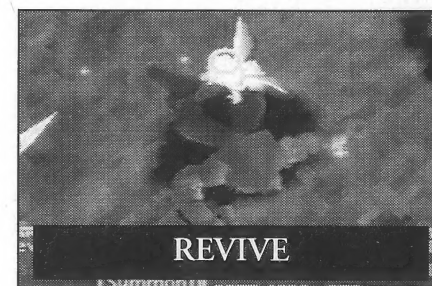
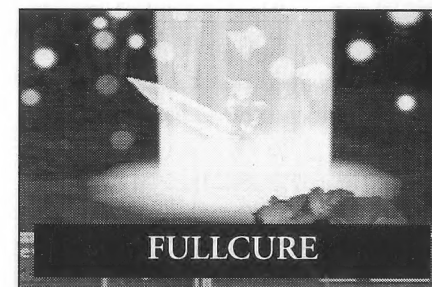
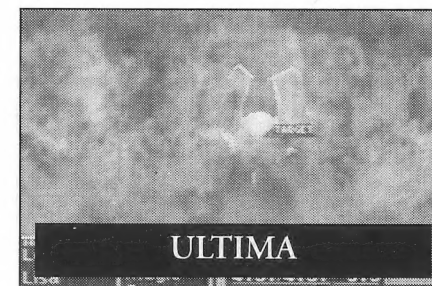
Inflicts Mini/Frog status. Located: North Corel, Cosmo Canyon, Gongaga village, Mideel, Mt. Corel (comes equipped on Cait Sith).

Exit:

Allies escape from battle/Remove/instantly kill targets. Located: Rocket Town (Disc 2-3 only).

Time:

Causes Haste/Slow/Stop status. Located: Gongaga village, Rocket Town



Barrier:

Causes Barrier/MBarrier/Reflect/Wall.
Located: Rocket Town

Shield:

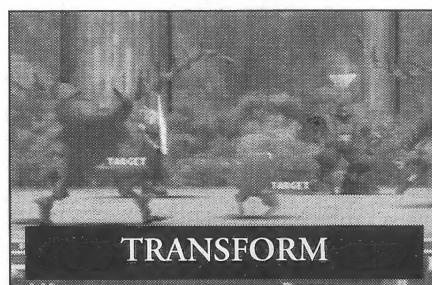
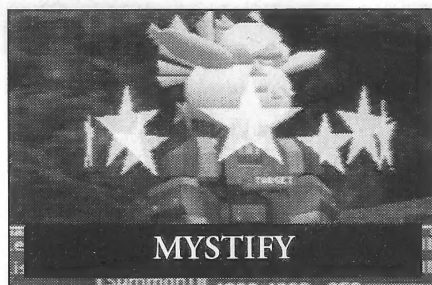
Causes Peerless status. Located: In the final dungeon

Destruct:

Removes special defences/Removes indirect spells/statuses/Death.
Located: Fort Condor, Mideel (Disc 2-3), Shinra Mansion (Disc 1 Sephiroth will throw it at you) NB. DeBarrier will negate these defences: the Barrier, MBarrier, Reflect and Peerless statuses, and the effects of the Wall spell. DeSpell will negate these indirect spells and statuses: the Regen, Haste, Slow, and Stop. It will also negate the effects of the Resist spell and the 'Death-sentence' Enemy Skill.

Master Magic:

Allows you to cast the following spells using their standard MP cost:
Cure, Cure 2, Cure 3, Poisons, Esuna, Resist, Life, Life 2, Regen, Fire, Fire 2, Fire 3, Ice, Ice 2, Ice 3, Bolt, Bolt 2, Bolt 3, Quake, Quake 2, Quake 3, Bio, Bio 2, Bio 3, Demi, Demi 2, Demi 3, Sleepel, Confu, Silence, Mini, Toad, Berserk, Haste, Slow, Stop, Barrier, MBarrier, Reflect, DeBarrier, DeSpell, Death, Escape, Remove, Wall, Comet, Comet 2, Freeze, Break, Tornado, Flare, FullCure, Shield and Ultima. Located: Kalm town (get it from the Kalm Trader in return for the Earth Harp),



Cosmo Canyon (bring all 21 mastered Magic Materia to the Huge Green Materia in the observatory).

Yellow (command) Materia

Sense:

Lets you see an enemies statistics.
Located: Kalm town, Upper Junon, Midgar City - Playground outside of the Wall Market

Steal:

Try to steal an item from an enemy.
Located: Midgar City - Sewers, Kalm town

Throw:

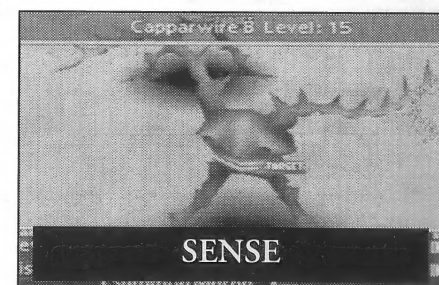
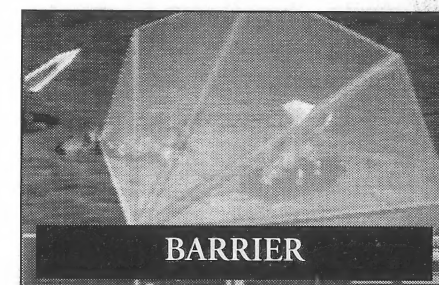
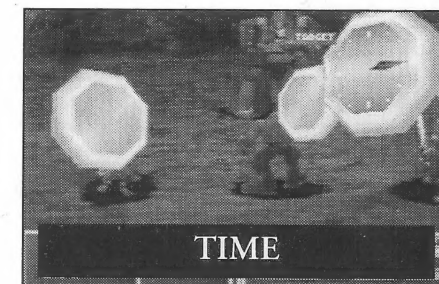
Chuck an unequipped weapon/money at a target. Located: Condor Fort (Disc 2-3), Rocket Town (Disc 2-3) comes equipped on Yuffie. NB. The damage a weapon does is its attack difference times 10. When using Coin, every 1000 coins inflict 100 points of damage, up to 9999 damage total.

Deathblow:

Make one double-damage attack.
Located: Fort Condor, Rocket Town, Jungle area near Gongaga village

Manipulate:

Control and command one enemy.
Located: Fort Condor (Disc 2-3),



Rocket Town (Disc 2-3) comes equipped on Cait Sith.

Morph:

Turn a killed enemy into an item.

Located: Ancient Temple.

Enemy Skill:

Learn and use the skills of enemies:

Frog Song, L4 Suicide, Magic Hammer, White Wind, Big Guard, Angel Whisper, Dragon Force, Death Force, Flame Thrower, Laser, Matra Magic, Bad Breath, Beta, Aqualung, Trine, Magic Breath, ????, Goblin Punch, Chocobuckle, L5 Death, Death Sentence, Roulette, Shadow Flare, Pandora's Box

Status changes:

located: Shinra Building - Floor 67, Upper Junon (in the Respectable Inn), Forgotten Capital, Chocobo Sage's house (talk to the Green Chocobo).

Mime:

Imitate the last action performed.

Located: In the cave beyond the mountains in the Wutai Area

Double Cut: Attack one enemy two/four times. Located: Wrecked Plane

Slash-All:

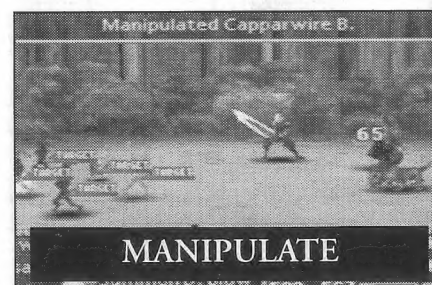
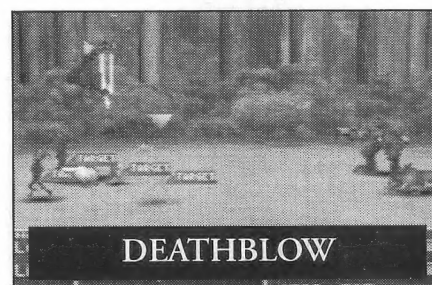
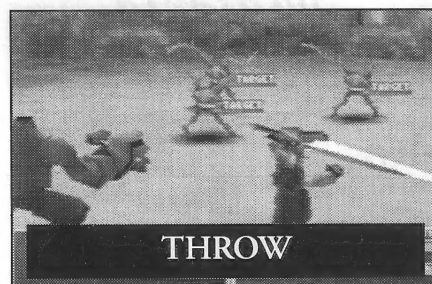
Attack all enemies at once/Flash: all enemies facing you are killed.

Located: Old Forest

W-Magic:

Cast two magic spells in one turn.

Located: In the final dungeon; look near the trees in the stone pit area with the shiny light



W-Summon:

Call two summoned allies in one turn.

Located: Buy from the Gold Saucer's Battle Square for 65000 BP.

W-Item:

Use two items in one turn. Located:

The southernmost end of the rail track in the subways below Midgar City.

Master Command:

You can use the following command abilities in battle: Deathblow, Coin, Manipulate, Morph, Mime, Sense, Steal and Throw. Located: Kalm town (get it from the Kalm Trader in return for the Earth Harp), Cosmo Canyon. Bring mastered versions of the Deathblow, Throw, Manipulate, Morph, Mime, Sense, and Steal materia to the Huge Yellow Materia in the observatory.

Purple (independent) Materia

HP Plus:

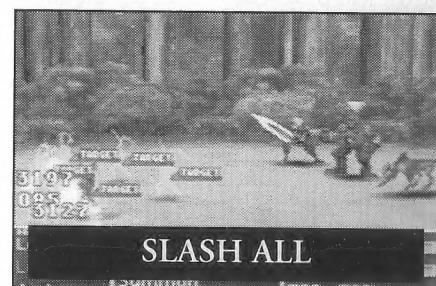
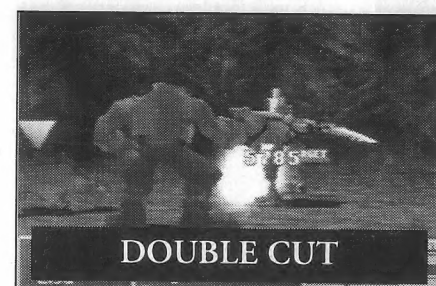
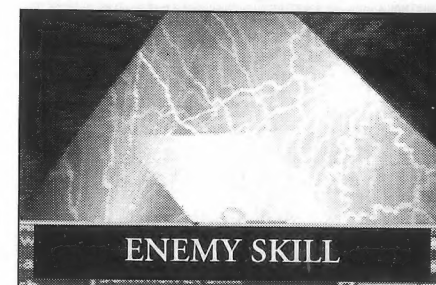
Maximum HP increases by 10-50%.

Located: Cosmo Canyon, Mideel village.

MP Plus:

Maximum MP increases by 10- 50%.

Located: Cosmo Canyon, Mideel village.



HP<>MP:

Switches your maximum HP and maximum MP scores. Located: The cave on the desert peninsula near Mt. Corel.

Luck Plus:

Luck increases by 10- 50%. Located: Ancient Temple

Magic Plus:

Magic increases by 10-50%. Located: Cave area past the Forgotten Capital; search near the bottom of the long ladder to the left.

Speed Plus:

Speed increases by 10- 50%. Located: Purchase at the Gold Saucer's Battle Square.

Gil Plus:

Win x1.5/2 more gil from a battle. Located: Purchase at the Gold Saucer's Wonder Square.

EXP Plus:

Win x1.5/2 more EXP from a battle. Located: Purchase at the Gold Saucer's Wonder Square.

Enemy Away:

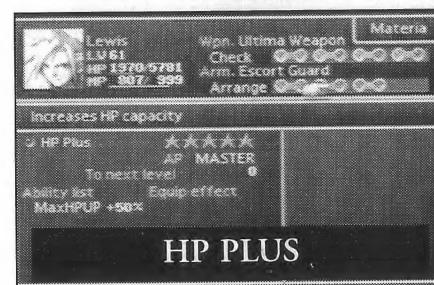
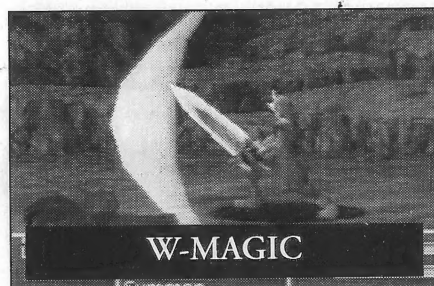
Enemy encounter rate drops by 1/2/1/4. Located: A prize you can win at the Gold Saucer's Chocobo Square.

Enemy Lure:

Enemy encounter rate increases by 1.5/2. Located: A prize you can win at the Gold Saucer's Chocobo Square.

Chocobo Lure:

You are able to encounter chocobos on the World Map. Located: Buy from Choco Billy at the Chocobo



Barn. Find near the outside Chocobo pen's right corner. (Disc 2-3)

Pre-emptive:

Ally attacks first 6-48%. Located: Purchase at the Gold Saucer's Battle Square.

Long Range:

Alters your ability to attack. Located: Mythril Mine, on the ledge above the vine. NB. You use close-range weapons whilst in the back row with no attack penalty. You can also attack out-of-reach enemies (usually the flying sort) with close-range weapons as well.

Cover:

Ally will guard another ally 20-100% of the time. Located: Wall Market, Sector 6 Slums (the garden near Aeris' house in Midgar City)

Counter Attack:

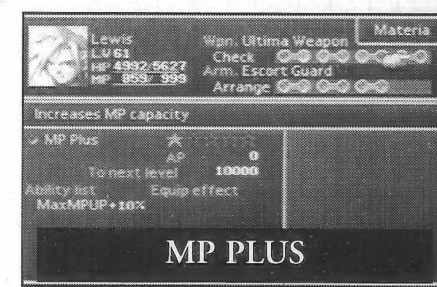
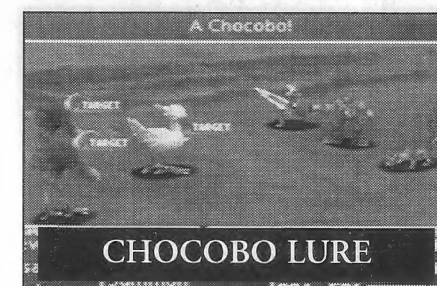
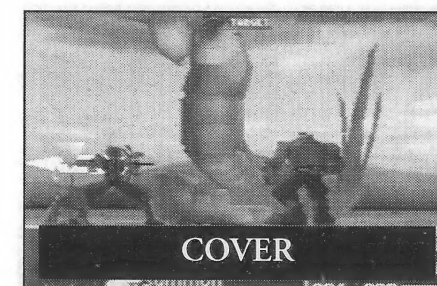
Ally strikes back 20-100% of the time. Located: Mt. Nible (after destroying the Materia Keeper), win as a prize in the Gold Saucer's Chocobo Square.

Mega All:

Any command useable in battle affects all targets. Located: Found in the final dungeon, floating in a geyser of lifestream. You'll have to press O while jumping if you want to get it.

Underwater:

Negates the 20-minute time limit when fighting Emerald Weapon. Located: Kalm town (get it from the Kalm Trader in return for the Guide Book)



Blue (support) Materia

HP Absorb:

If the connect materia inflicts damage upon an enemy, 1/10th of that damage is given back to the attacker in the form of HP. Can support: Fire, Ice, Lightning, Earth, Poison, Gravity, Meteorite, Contain, Ultima, Steal (Mug), Deathblow, Manipulate, Morph, Throw, Slash-All, Double Cut, Master Command, Mimic (if it did damage), W-Summon, W-Magic (using a listed spell), or any summon spell. Located: The final dungeon.

MP Absorb:

If the connect materia inflicts damage upon an enemy, 1/100th of that damage is given back to the attacker in the form of MPs. Can support: Fire, Ice, Lightning, Earth, Poison, Gravity, Meteorite, Contain, Ultima, Steal (Mug), Deathblow, Manipulate, Morph, Throw, Slash-All, Double Cut, Master Command, Mimic (if it did damage), W-Summon, W-Magic (using a listed spell), or any summon. Located: Chest in the Item Shop in Wutai (you must complete Yuffie's sub-quest first).

MP Turbo:

MP power and cost increase by 10-

50%. Can support: any Magic materia, any Summon materia, Enemy Skill materia. Located: Ancient Temple

All:

Change the connected materia's range 1/5 five times. However, the effectiveness of the connect materia is reduced by 33%. You can use a spell on a single target and not waste an 'All' use by pressing R1 to make the cursor focus on one target only. Can support: Restore, Heal (Poisona/Esuna), Fire, Ice, Lightning, Earth, Poison, Gravity, Seal, Perplex, Time, Barrier, Destruct, and FullCure. Located: Fort Condor (Disc 2-3), Sector 7 Slums, Shinra Building - Floor 68, Cargo Ship (near Yuffie), Mt. Nibel, Ice Gate Glacier.

Quadra Magic:

Quadruple-cast a spell/summon/skill 1/5 times. When a spell, summon, or Enemy Skill is used, it will be cast four times in succession, yet your MP is reduced by just one spell. Furthermore, the effectiveness of the chosen power drops by 40%. Can support: any Magic materia, and any Summon materia (except Knights of Round). Located: In the cave at the end of the chain of peninsulas near Mideel village.

Sneak Attack:

Ally has a 20-80% chance of making a sneak attack. If successful, the ally wearing this materia will step forward and use the connected materia before

any allies or enemies can make an action or attack. This materia functions regardless to situations like Pre-emptive or Ambush-style battles. Note that the target of the ally's action is chosen randomly, and that the CPU will always make the ally use the best ability he currently has (Coin instead of Throw, Cure 3 instead of Cure 2, etc.) Can support: any spell materia, any command materia, any summon. Located: Win at the Gold Saucer's Chocobo Square.

Magic Counter:

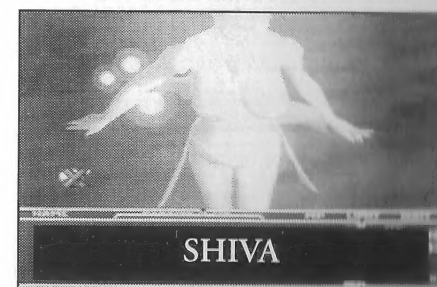
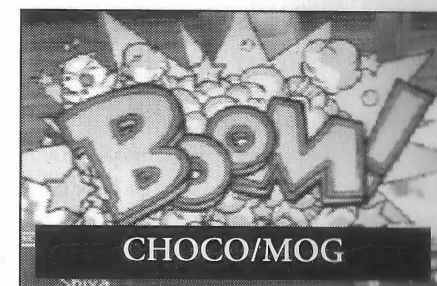
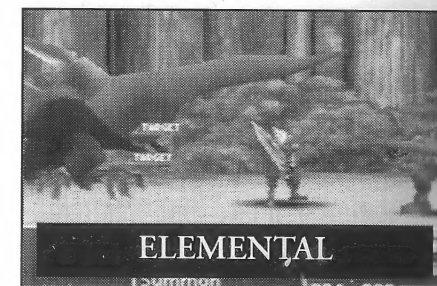
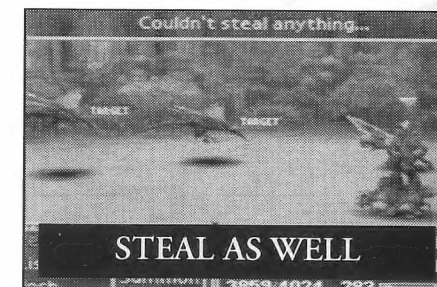
Ally has a 30-80% chance of making a counter-cast. When attacked, that ally will counter-attack with the linked materia, always casting the best possible spell available (doesn't apply to summons). Can support: any Magic materia, or any Summon materia. Located: Win this at the Gold Saucer's Chocobo Square.

Counter:

Ally has a 30-100% chance of using a command. When attacked, that ally will respond by using the attached Command Materia against the person who attacked him or her. Can support: any Command materia. Located: The final dungeon (look in the patch of shiny light in the stone pit area).

Final Attack:

Ally can make a final action 1/5 times per battle. When an ally is killed, they will use the connected materia before



dying. Can support: any Spell materia, any Summon materia, any Command . Located: Win this by completing the 'special battle' being offered at the Gold Saucer's Battle Square.

Added Cut:

After using the materia that this is combined with, your character will make a single physical attack on the enemy. Don't link this to a materia you use on your allies, or you'll attack them! Can support: any Magic, Command, or Summon . Located: on the second screen of the 'switching path' of the mountain crossroads at the Ice Gate Glacier.

Steal as well:

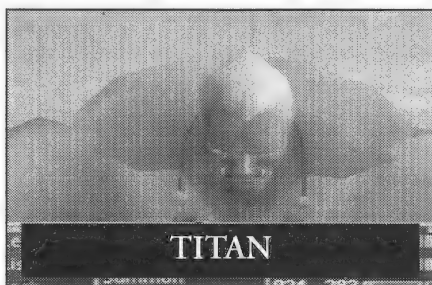
After using the materia that this is combined with, your character will make one 'Steal' attempt. Can support: any Magic, Command, or Summon materia. Located: Wutai village - extinguish the large fire-pit in the cave found in the Dachao Statue area.

Added Effect:

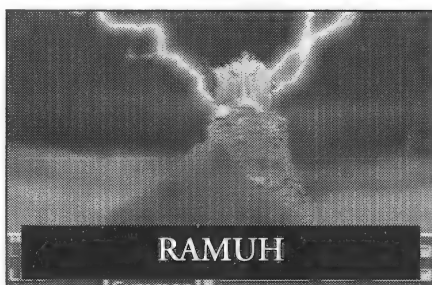
If this materia and the materia it is connected to are attached to your weapon, you will be capable of inflicting status ailments when you strike with your weapon (there is a percent chance of a status ailment successfully being transferred from your weapon to the enemy). If both materia are attached to your armour, you are protected from the type of status ailment



IFRIT



TITAN



RAMUH



KJATA

the attached Materia causes. Can support: Mystify, Poison, Seal, Time, Transform, Destruct, Choco/Mog, Hades, Odin. Located: Cosmo Canyon - the Gi Tribe cave.

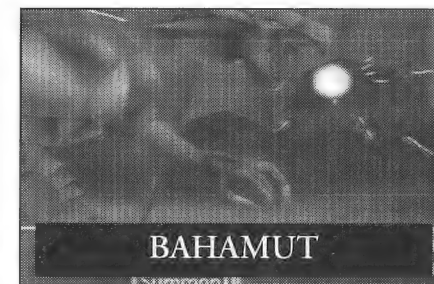
Elemental:

This type of element damage is halved/absorbed as HP. If this materia and the materia it is connected to are attached to your weapon, you will be capable of inflicting elemental damage when you strike with your weapon (the kind of damage depends on the attached materia). If both materia are attached to your armour (bracelet), you are protected from that type of element--see above for info. on what kind of protection you have for each level. Can support: Fire, Ice, Lightning, Earth, Poison, Gravity, Ifrit, Shiva, Ramuh, Titan, Leviathan, Phoenix, Alexander, Bahamut, Neo-Bahamut, Bahamut Zero. Located: Shinra Building - Floor 62, Mt. Corel, Nibleheim (it's in Tifa's piano).

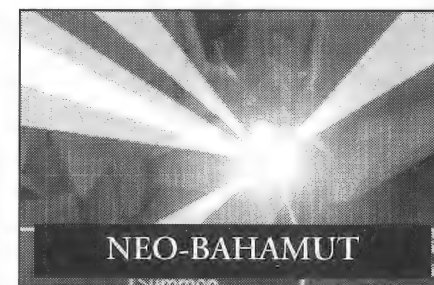
Red (summon) Materia

Choco/Mog:

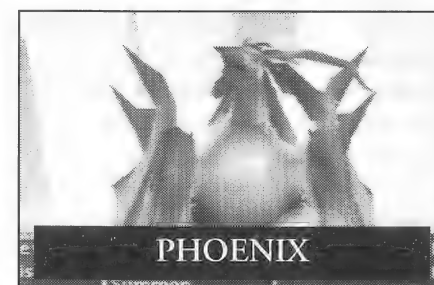
Deathblow - dash attack hitting for physical damage. Has a small chance of stunning your foes for several rounds.



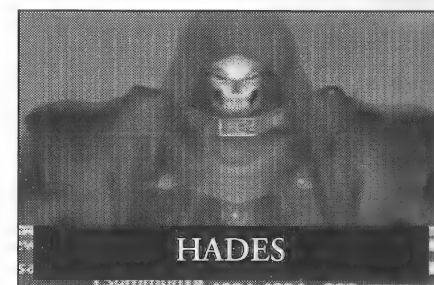
BAHAMUT



NEO-BAHAMUT



PHOENIX



HADES

Located: Talk to the fenced in Chocobo at the Chocobo Farm (Disc 1).

Shiva:

Diamond dust - attacks with frost blast for ice damage. Located: In the cave between the Chocobo farm and Fort Condor (before Junon Town Disc 1).

Ifrit:

Hellfire - flaming body check hitting for fire damage. Located: After killing Jenova Birth on the Shinra Boat (Disc 1).

Titan:

Anger of the land - ground lift and crush hitting for earth damage. Located: Check the ruined machinery after the Shinra minions leave in the village located before Cosmo Canyon (Disc 1).

Ramuh:

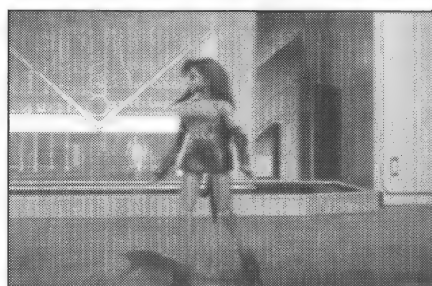
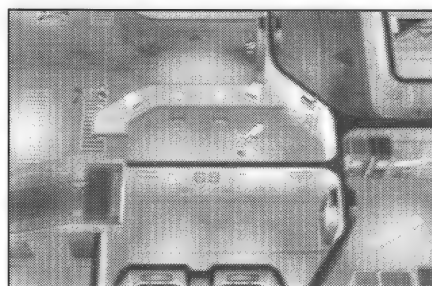
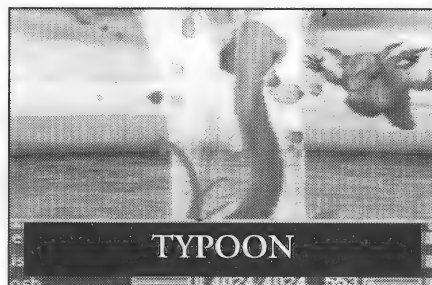
Judgement bolt - Lightning storm striking for thunder damage. Located: Alcove in Chocobo racer's room in the Golden Saucer (Disc 1).

Odin:

Steel-bladed sword - slashes with sword, instantly killing all enemies. Impales one foe with spear for special damage (done only vs. foes that cannot be 'instantly killed', such as bosses). Located: Find: After opening the safe and defeating the boss in the mansion in Nibelheim (where Vincent is found Disc 1).

Leviathan:

Tidal wave - hits for water damage. Located: Given to you after beating



the Ashura-like monster at the top of the pagoda in Wutai on the Westmost Continent.

Kjata:

Tetra disaster - Hits for three element damage (Fire, Ice, Bolt). Located: Second screen of endless Forest on Northern Continent.

Bahamut:

Mega flare - attacks with flare breath for special damage. Located: After beating the dragon in the Temple once you've met Sephiroth and the Temple starts to shake (Disc 1).

Alexander:

Judgement - Laser ray hitting for holy power damage. Located: In a cave on the east edge of the icy wasteland below the old man's shack on the Northern Continent.

Neo Bahamut:

Giga flare - attacks with stronger flare breath for special damage. Located: Lying on path leading to first barrier at top of the crater in the Frozen Mountain (Disc 2).

Phoenix:

Phoenix flame - causes fire damage to enemy and revives all dead allies (restores a dead character's HP to max). Located: Win the Mini-Battle at Fort Condor (Disc 2).

Hades:

Black cauldron - Hades appears and summons a gas from within his cauldron which will affect enemies with various status ailments, in addition to

inflicting poison damage. Located: Near the ruined helicopter in the sunken Shinra plane next to the Gold Saucer (Disc 2).

Bahamut Zero:

Tera flare - Bahamut's ultimate form appears in outer space and eradicates all enemies with a super flare for special damage. This attack hits for around 8000-9999 damage. Located: Touch the floating blue stone in Cosmo Canyon after revisiting the Ancient City with the old man. You must have Bahamut and Neo Bahamut or you won't receive this materia (Disc 2-3).

Typoon:

Disintergration - creates a wind vortex, then turns the ground upside-down and all the enemies fall down into the sky :) This attack instantly kills foes, but it can miss. Located: In a bag on a branch across from three pink vines, in the third area of the Old Forest (Disc 2-3).

Knight of the Round:

Ultimate end - King Arthur and his fellow knights each take a turn attacking your opponents (causing fire damage, ice damage, special damage etc.). Located: In a cave on the uncharted island in the Northeast corner of the map. You'll need the Gold Chocobo to reach it (Disc 2-3).

Master Summon: when equipped, you can summon any monster.

Book of Spells

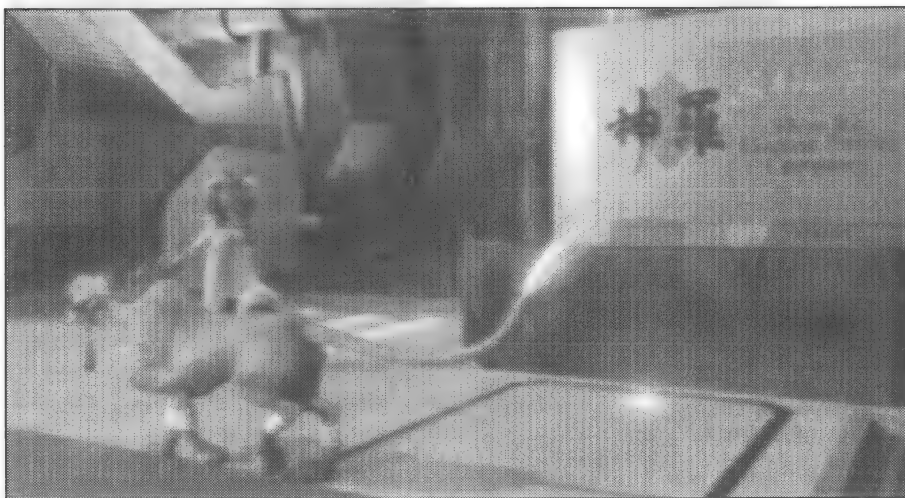
Enemy Skill

To learn an enemy skill, you must be equipped with a (Learn Enemy Skill) yellow materia. When an enemy hits you with its special skill, you will learn it, even if it misses or kills you. However, unless you win the battle, you won't keep the skill you've learned. There are 24 skills in all, and one of the 24 stars on the Materia Menu will light up as you get more enemy skills.

Note that you can't learn a skill and then have your player cast it on another person; they must learn it

from enemies. You'll know if you learned a skill because the character with the materia equipped will spin in a circle once and you'll get a message ending in an exclamation mark.

Keep in mind that if you're controlling a monster to learn a particular skill, you'll have to target your character that is wearing the Enemy Skill in order to learn the enemy's skill. This section lists the Enemy Skills you can learn in numerical order and the locations of monsters you can learn them from.



Enemy Skill List:

Frog song:

Transforms all foes into frogs and puts them to sleep. Learn: From the green frogs (Tatchimi) in the circular forest near Gongaga Town (also from the other forests nearby). Tip: You can control the enemy and make it use Kaeru no Uta on you (pick the bottom option).

L4 Suicide:

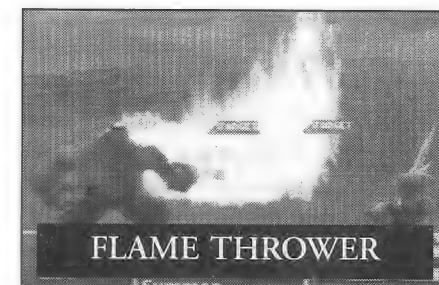
All enemies with an experience level that is a multiple of four loses almost all their HP (you can't kill an enemy with this spell--the best you can do is reduce their HP to one point). In addition, they may be afflicted with the 'Minimum' status. Learn: Burrowing squirrel-like foes (Muu) found near the Chocobo Farm. Tip: You can't control this enemy, so you'll have to wait until they use it on you.

Magic Hammer:

Bop one foe on the head and gain up to 100 MP (assuming the monster has enough MP). Learn: Plant-like monsters (Ashigirisou) found on the tip of the Westernmost Continent (in the dark grass). Tip: You can control an Ashigirisou and have it use the Magic Hammer against one of your allies (choose the third option).



FROG SONG



FLAME THROWER



MATRA MAGIC



TRINE

White Wind:

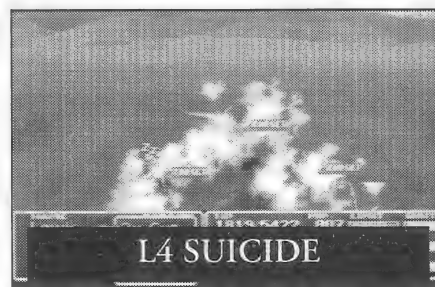
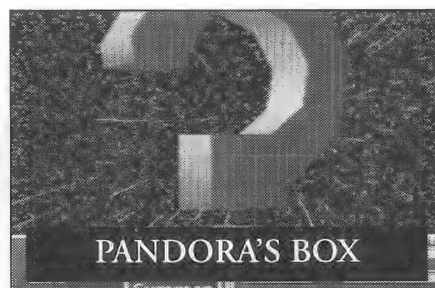
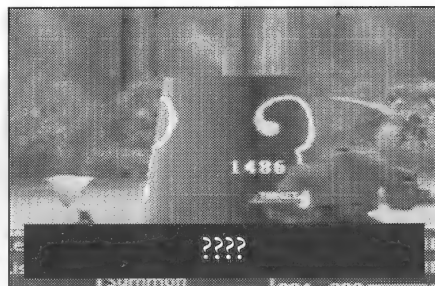
Each ally regains lost HP and their status ailments are cured and dispelled. The amount of HP recovered depends on the current HP of the caster. Learn: The white and green cactus-like monsters (Zemzerett) in the grassy area by Junon Town or from the winged serpents you fight if you're hit by a barrier at the Frozen Mountain. Tip: You can't learn White Wind from a Zemzerett unless you control it and make it use the skill on you (pick the bottom choice to do this).

Big Guard:

Has the same effect as casting Haste, Barrier, and MBarrier on all your allies. Learn: The spiky, shelled creatures with green tentacles (Beach Plug) that live on the shore near the Gongaga Town. Tip: The Beach Plug won't use Mighty Guard unless you control it and make it use the skill on one of your members (it's the middle option).

Angel Whisper:

An angel appears above one person and brings them back to life if they are dead. They also relieve any status ailments and dispel any bad effects. In addition HP is restored to the amount shown during the skill's use; however, this can be a bane to characters with high HP because if your life is higher than the amount shown, it is reduced to that amount. You'd think that this



would be a great way to weaken enemies with more than 9999 HP, but it won't work on your opponents in this manner—it will only heal them, remove status ailments, etc. Learn: From the beckoning women in the yellow swimsuits (Polan Solita) you meet in the Makou Pit if you take the right path the first time you meet your friends. Tip: The easiest way to learn this skill is by controlling your enemy and picking the bottom option to make them use this skill on you.

Dragon Force:

Increases your physical and Magic Plus defence rating. Learn: From the dragons (Dark Dragon) you meet during the descent into the Makou Pit. Tip: You can't learn this unless you control the Dark Dragon and have it use Dragon Force on one of you (pick the second choice).

Death Force:

One ally becomes immune to instant death attacks (this doesn't protect you from dying if you lose all your HP). Learn: The huge tusked turtles (Adamantaimai) by the shoreline of the Westmost Continent. Tip: You can't learn this skill unless you control the turtle and make it use Death Force against you. To do this, choose the bottom option once it's under your control.

Flame thrower:

A stream of fire burns one foe. Learn: From any enemy that utilises fire.

Laser:

Reduces an enemy's HP by one-half. Learn: From the dragons (Dark Dragon) you meet during the descent into the Makou Pit. Tip: You can either let the Dark Dragon use this ability on you, or you can control it and pick the top option to make it use Laser on one of your allies.

Matra Magic:

Fire a pack of missiles at one enemy for magic damage. Learn: Machines with big feet and guns for arms (Sweeper Custom) around Junon Town. Or from the wheeled robo-creatures in the underwater part of Junon Town. Tip: To learn this skill from the Sweeper Custom, just control it and choose the last option.

Bad Breath:

Inflict multiple status ailments upon all enemies, including Confusion, Frog, Minimum (Shrink), Mute, Poison, and Sleepel. Learn: From the Mobol creatures (green guys with tentacles) living on the outside ledges in the Frozen Mountain. You can also meet them in the Makou Pit, if you take the right path the first time you run into your friends. Tip: Be sure to have some protective accessories equipped when trying to learn this skill or your party may be too weakened by the Smelly Breath to kill the Molbol or even escape!

Beta:

A swirling red shape appears, sur-

rounded by specks of white. All targets are hit for magic damage. Learn: The big shadow snake (Midgal Zuolm) in the marsh near the Chocobo Farm. Tip: This monster won't use Beta unless he's waving back and forth. To make him do that, inflict heavy damage on him. Then just wait until he uses Beta. If he still doesn't use it, take off a little bit of his life since he tends to use Beta more when he's near to death.

Aqualung:

Blue bubbles strike all enemies for water damage. Learn: From the boss of the Ancient City, the winged chimera in the plains surrounding the Gold Saucer or from the floating sea-dragon creature (Saapando) in the sunken plane near the Gold Saucer. Tip: To pick up this skill, just control a Chimera and choose the bottom option to make it use Aqua Breath.

Trine:

A Delta Force-like attack that hits all enemies with lighting. Learn: The Ashura-like boss (Godo) of the pagoda's top floor in Wutai. Also from the red spider/crab-like creature (Stilve) living inside the Frozen Mountain or the spider-like boss (Materia Keeper) of the mountains behind Nivelheim. Remember, the only time you can learn this skill is while fighting one of the above monsters, so learn it while you still can! If you miss it, it's possible to learn it from the Stilves you

meet in the Gold Saucer's Battle Square. Tip: Actually, the Materia Keeper is more likely to use this against your characters than any other enemy that can use this skill. It's a good thing, too, since you're unable to control this creature.

Magic Breath:

Rainbow orbs hit all foes for fire, ice, and lighting damage. Learn: From the red spider/crab-like creatures (Stilve) living inside the Frozen Mountain. Also from the blue, leech-like enemies (Parasite) in the Makou Pit. Tip: To learn this skill from a Parasite quickly, control it and pick the last option to have it use Magic Breath.

????:

A weight drops and hits for special damage. The amount is equal to the amount of damage the caster has received in battle. Learn: From the balance-like creatures (Judge) in Nivelheim. Also from the purple behemoths (Behemoth) you encounter when raiding Midgar City. Keep in mind that you won't actually learn this enemy skill unless you take damage from it.

Goblin Punch:

Foe is hit for physical damage. The damage inflicted is multiplied if your opponent has the same EXP level as you. Learn: Imp-like monsters wearing boxing gloves) found on the only forested island in the northeast area of the map. Tip: You can control the

Goblins if you want (pick the middle option to use the Goblin Punch), but it's more likely that they'll hit you with it in the first place, so don't even bother and just let them strike first.

Chocobuckle:

A fat chocobo bounces around and hits one foe for special damage. This attack gains strength each time you flee from a battle. Learn: Go to the Chocobo Farm. Talk to the man in the barn and choose the first choice. The fifth item from the top costs 1,500 gil, purchase three of them. Then go to the chocobo tracks on the Southern Continent near the forest. Equip yourself with a Chocobo Lure materia. When you encounter a chocobo, kill off all but one of the other enemies and use the item you bought three of on the chocobo (it looks like an orange squash). This will make the chocobo peck at the ground. At any time after that point (whether or not the chocobo is still pecking), use the Level 4 Suicide enemy skill and you'll be hit by the Chocobuckle. Tip: Make sure you're in the right location (the forest near Mideel). You can't learn this skill from any other type of Chocobo (these are the only ones who will be affected by Level 4 Suicide).

L5 Death:

Any enemy whose level is a multiple of five is instantly killed. Learn: From the blue, leech-like enemies (Parasite)

in the Makou Pit. Tip: Simply use Control to command your foe and then choose the middle option if you want the Parasite to use Level 5 Death on one of your members.

Death Sentence:

One enemy is Condemned (they die when the counter over their head reaches zero). Learn: The yellow spiked enemies (Bound Fat) that live in front of and in the area behind the Ancient City. Tip: You could control these guys, but if you kill one it will counter-attack with this skill so it may be easier to simply off one, especially if you don't have the Ayatsuru materia. If you do, then simply control them and pick the bottom option to use the Death Sentence.

Roulette:

One friend or foe is randomly killed. Learn: From the floating card-jesters (Death Dealer) in the Makou Pit if you take the right path the first time you meet your friends. Tip: You can control the Death Dealer and make him use Roulette on you by picking the second option when the enemy abilities window appears. If it kills one of your enemies, you'll have to try again until the pointer lands on you.

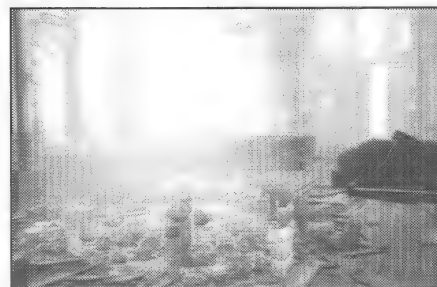
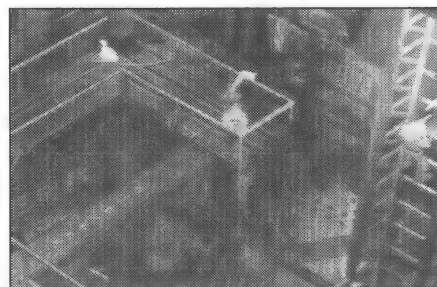
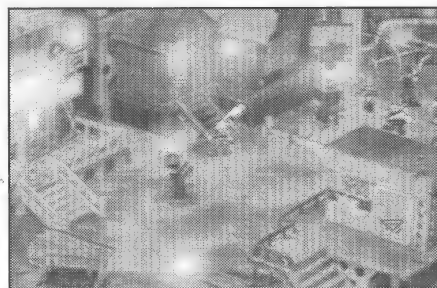
Shadow Flare:

black flare hits a single opponent for magic damage. Learn: From the flying black dragon in Disc 3; it uses it as a Counterattack before dying. Or, learn it from the Dragon Zombies in the

Makou Pit. Tip: If you're fighting the flying dragon, just kill it and it will use the Shadow Flare on you. If you're trying to learn it from a Dragon Zombie, you'll have to wait until it uses it since you can't control them.

Pandora's box:

A star field and question mark appear and hits all enemies for physical damage. Learn: From the huge, multi-limbed bone dragons (Dragon Zombie) in the Makou Pit if you take the right path the first time you meet your friends. Tip: As the Dragon Zombies are uncontrollable, you'll simply have to keep fighting them until they use this skill on one of your characters.



Hidden Agenda

Bonus Areas

Now that you have your complete guide to the all materia in Final Fantasy VII, you're now equipped to complete the game. But just hold your horses, this next section will show you the hidden stuff that you might not otherwise find and trickier bits and pieces you might otherwise ignore.

The main thing to note here is that you can only go to these areas in Disc two or three. So don't be hunting for them if you're still close to the beginning of the game.

Old Forest – Cosmo Area

Location: On a cliff near Cosmo Canyon on the Western Continent.
How to get there: Use a Green, Black, or Gold Chocobo, or, climb past the crater that's left behind when you kill the Ultima Weapon in Disc three - it destroys part of the cliff.



Items to get: Supershot ST, Spring Gun Clip, Slice Everybody materia, Summon Typhoon materia, Apocalypse sword, Elixir. You can grab items (frogs, big frogs, wasp nests, etc.) by pressing the O button. When you grab a frog for the first time, you get a message informing you that if you press the S button, the *entire* area will reset, returning



all the items to their proper place. However, it also returns you to the very start of the area, no matter how many screens you've worked your way through.

If you mess up on an area (you run out of frogs to use for transportation), you can cheat by leaving the area and returning (if it's possible to leave given your current location). But if you're really stuck, you have no choice but to reset the whole level by pressing S. You will keep all items and materia orbs you've collected so far, though. Also, when you hear a frog croaking, look for a place where you can let go

of a small frog you might be carrying as it'll be replaced with a big frog. In the first area, pick up three frogs and go beneath the earth bridge. Put them near the three bags hanging from the trees. Now, quickly take the frogs and press the O button to make them hop into the bags; repeat this until all three bags are full by standing on a bag and pressing O to put a frog into the next bag. When they're all full, hop to the other side of the gap.

Once on the other side, go down the slope and *carefully* inch towards the centre of the large snapping plant. Press O to grab the bag (which contains the Supershot ST gun). If you get too close, the plant will close and you'll lose almost all your HP. You can make as many attempts as you want, but it's best to try and not touch the centre of the plant in the first place.

Continue to the right when you're finished here and Cloud will automatically use the pink vine to reach the other side. Go past the tree and get the item bag on the hill (there's a Spring Gun Clip inside), and head right to reach the next part of the forest. Cool.

In the second area, pick up one frog and approach the pink vine. Choose the top option to leap to the ledge. If you leave the frog on the ledge, it'll be switched with a big frog (or you can

just use your small frog). From here, you can put the frog in the bag and leap across to the second (already-full) bag. You'll automatically use the pink vine to jump to the ground.

Now, pick up a frog and climb on top of the green ledge to your right; let it go and it will leap into the left bag. If you wait long enough, you'll be sent flying to the ledge above when the frog escapes (you have to use a big one). Once on the ledge, take the wasp nest. Jump back down. Stand near the small snapping plant and press O to release the nest; if you're at the right distance, the nest will fly backward and land in the plant, which will snap it up. Take the yellow materia (Slice Everybody). Pick up the big frog again.

Climb to the green ledge one more time and let the frog jump into the right bag. Jump atop it and wait until you are thrust onto the opposite side of the huge snapping plant. Run to the right to reach the next zone. In the third area, pick up two frogs, toss them into the bags, and leap across to the pink vine. You'll be lifted into the treetops. Go left, then down the trunk to reach the big bag you saw back in the second area. A Minerva Band is inside. If you go too far down the trunk, you'll jump down to the ground, so return to the treetops after

grabbing the bag. If for some reason you can't, just hop back down repeat the last few steps to get across the plant, get into the next screen, and return to the treetops.

Once you're back in the trees, climb to the uppermost branch and head right, then make your way towards the broken branch; Cloud will vault across three of the pink vines and land on another branch. Go south to get yet another item bag holding a red materia (Summon Typhoon). Now, go back across the vines, and take the lower branch that leads behind the leaves to the ground level (look for a path leading right). Once on the ground, grab a frog. There are two bags to your right; look for a high ledge beneath them, stand on it, and toss the frog into the bag. Then, hop onto it and make your way over to the second bag, then to the ledge with the wasp's nest. Take it and drop to the ground, then approach the snapping plant and press O to release the nest. If you are positioned correctly, you'll toss the nest into the plant, which will close up. Pick up a small frog and move past the plant. Stand on the left ledge, and let go of the frog; it will jump into the nearby bag. Hop across the bag and onto the ground.

Run to the left and grab a frog. Put it in the hollow in the tree next to you

and a big frog will jump out. Take it and go back the way you came (put the big frog in the bag, jump to the other side, and wait for it to land by your feet). Grab it again, go to the far right ledge, and release it into the bag. Now, stand on the bag and wait for the frog to escape. Doing this sends you flying across the gap to a cave entrance.

In the cave, walk to the right to find a chest with the Apocalypse sword lying within. Head to the north, then go east to find another chest (there's an Elixir in it). Finally, exit through the opening to your left and you're back outside!

Vincent's Waterfall

Location: Waterfall in the centre of the Western Continent.
How to get there: Use a Green, Black,

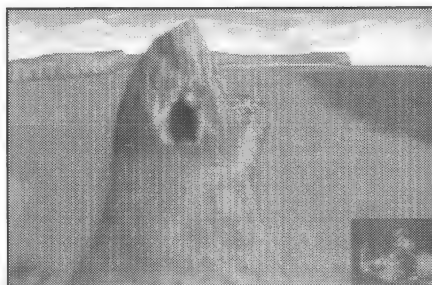
or Gold Chocobo to go to the west side of the waterfall by the lake. Dismount and touch the waterfall to enter it. Alternatively, you can go there in the submarine you can dock on the dark-coloured western side of the shore.

Items to get: Death Penalty, Chaos Manual.
Beyond the waterfall is a room made of white stone. If Vincent isn't in your party, then you'll get a message stating his name when you step past the threshold of the room. So, return with Vincent. This time, there's a woman there (Rukuessia), and you'll get to see a flashback of Vincent's past. While you don't get anything out of this if you visit during the third disc, you can get Vincent's best weapon and his Level 4 Limit Break Manual if you come here with him in your party during the second disc and then visit the waterfall again before leaving to stop the Mako Cannon.

Bonus Materia Locations

WESTERNMOST CAVE (Wutai Area)

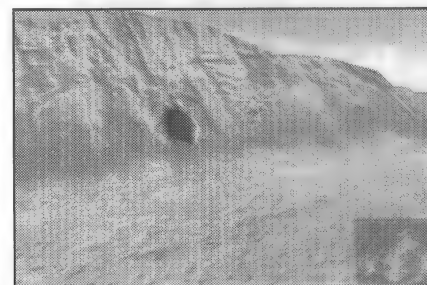
Location: Cave lying to the east of a mountain in the bridge- covered region of the Westernmost Continent.
How to get there: Use a Green, Black, or Gold Chocobo to climb over the mountain. Dismount and enter



Items to get: Mime materia.
There's nothing in here but a glowing yellow light. Try to touch it, and you'll get a yellow materia (Mime).

WESTERN CAVE (North Corel Area)

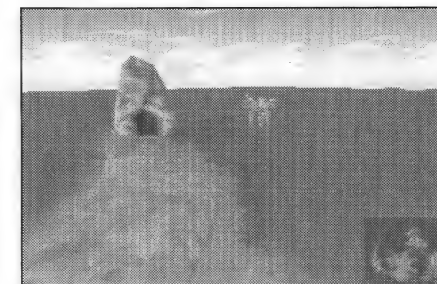
Location: Cave next to a mountain lying on a square of brown land. There's a river running nearby. It's beyond the mountain footpath by the shallow part of the river near the Gold



Saucer, on the Western Continent - there's another cave entrance by the river you need to cross.
How to get there: Use a Blue, Black, or Gold Chocobo to cross the river to the patch of land where the cave is.
Items to get: HP<->MP materia.
Inside this icy blue cave is a twinkling purple materia (HP<->MP).

SOUTHERNMOST CAVE (Mideel Area)

Location: Cave lying at the end of a peninsula on the north stretch of land on the Southernmost Continent.
How to get there: If you have a Blue



Chocobo, land the Highwind on the patch of grass on the thin island near Mideel. Then use the shallows connecting the peninsulas to reach the area where the cave is. If you have a Black or Gold Chocobo, simply land on the grassy area near the cave and keep walking down the cliff and out to where the cave entrance is. If you have the Gold Chocobo, you can just walk southeast from the Chocobo Farm across the water to the peninsula where the cave is.

Items to get: Quadra Magic materia.
This sandy cave is empty, save for a blue pyramid-shaped object. If you examine it, you'll get a blue materia (Quadra Magic).

NORTHWEST ISLAND (Round Island)

Location: Oval-shaped island surrounded by mountains and trees that is in the north-western part of the world. It is one of the Uncharted Isles (it doesn't show up on the map).
How to get there: Use a Gold Chocobo to fly to the island and climb over the mountains. Dismount



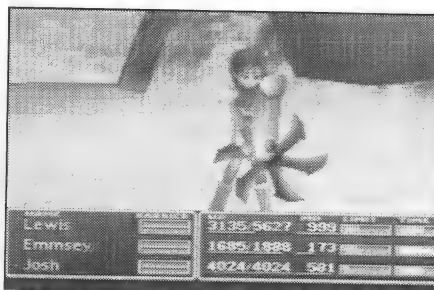
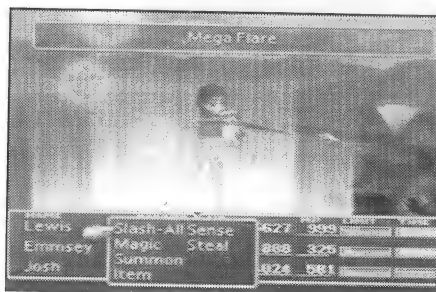
and enter the cave mouth that's at the edge of the forest.

Items to get: Summon Knights of Round materia. This may be another empty area, but the red pyramid lying by the tree trunks is none other than the Knights of Round summon materia - the most damaging summon spell in the entire game. Simply examine it to pick it up.

YUFFIE'S SUB QUEST

Location: Town of Wutai.

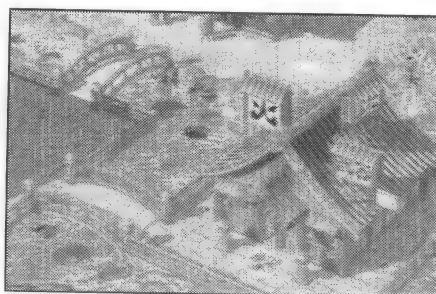
How to get there: Go to the southern end of the Westernmost Continent



using the Tiny Bronco, Highwind, a Chocobo, or a Chocobo plus the Highwind. You MUST have got Yuffie (though she doesn't have to be in the current party) in order to perform this sub-quest.

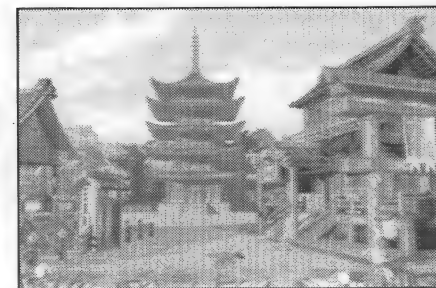
Items to get: Hairpin, Fuuma Shuriken, MP Absorb materia, Fast Lightning, Elixir x2, Peace Ring, HP Absorb materia, X Potion, Turbo Ether, Ice Ring, Universe Manual, 'Summon Leviathan' materia.

After arriving at the southern tip of the Westernmost Continent, head north. There is a curving path that leads up to a high plateau. As you go along the curve (even if you are riding a Chocobo) you will be interrupted by Yuffie. The screen switches to that of a plain, and Yuffie runs up, steals your



Materia*, and escapes, but not before leaving you with two Shinra guards to contend with! The guards are easily beaten, though.

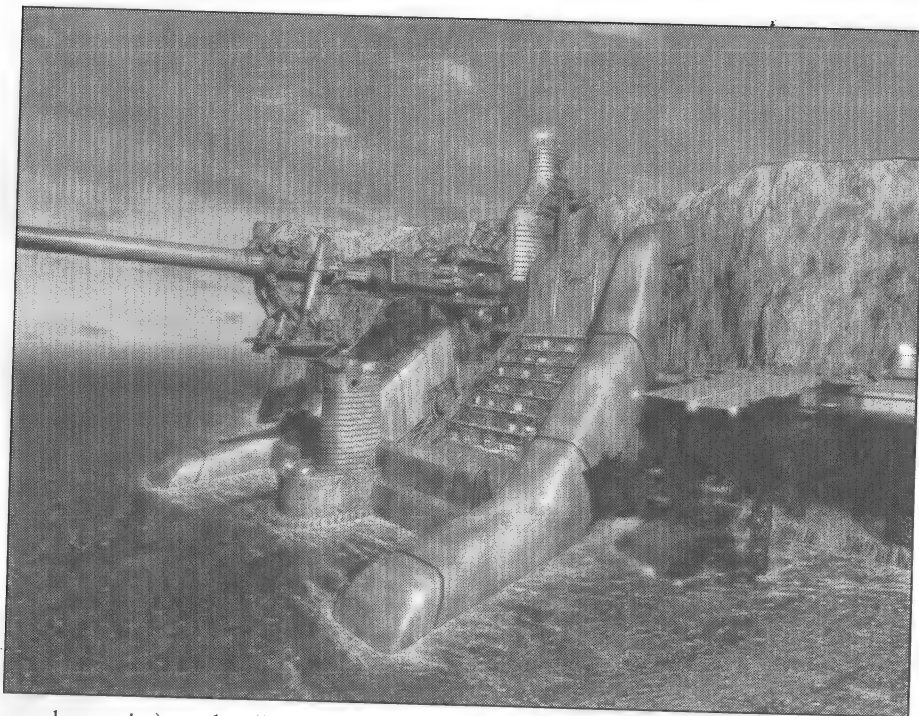
If Yuffie was in your party when she tricked you, you'll have to fight the guards only using two people (in



which case Barrat will join the party afterwards, and if he's already in your party, then whoever isn't being used will join. Keep in mind that you can rearrange the party in whatever way you'd like afterwards).

* She can take 48-50 Materia (the





number varies), and will steal them in this order of preference: Master Materia, Summon Materia, Independent Materia, Command Materia, Combination Materia and then Magic Materia. This means that it is possible to be left with a few materia after she has escaped. Note that if you're using the Materia Select Game Shark code and you have disabled Materia equipped/in your inventory, she'll steal them and you *won't* get them back.

At this point, your characters will refuse to board the vehicle you used to get here (Highwind, Tiny Bronco, or

Chocobo), insisting that they find Yuffie instead. If you were on a Chocobo when Yuffie stole your Materia, then you'll still be on it when the sequence ends, but you won't be able to board the Highwind, and if you get off the Chocobo, you can't get back on. If you're not on a Chocobo, you'll have to walk.

From the curving path, head north until you cross a bridge, then go west across a second bridge. Head southeast once you reach the other side; this leads to a north-bound path that runs under the bridge. Follow it and it will lead up to another bridge. Past the

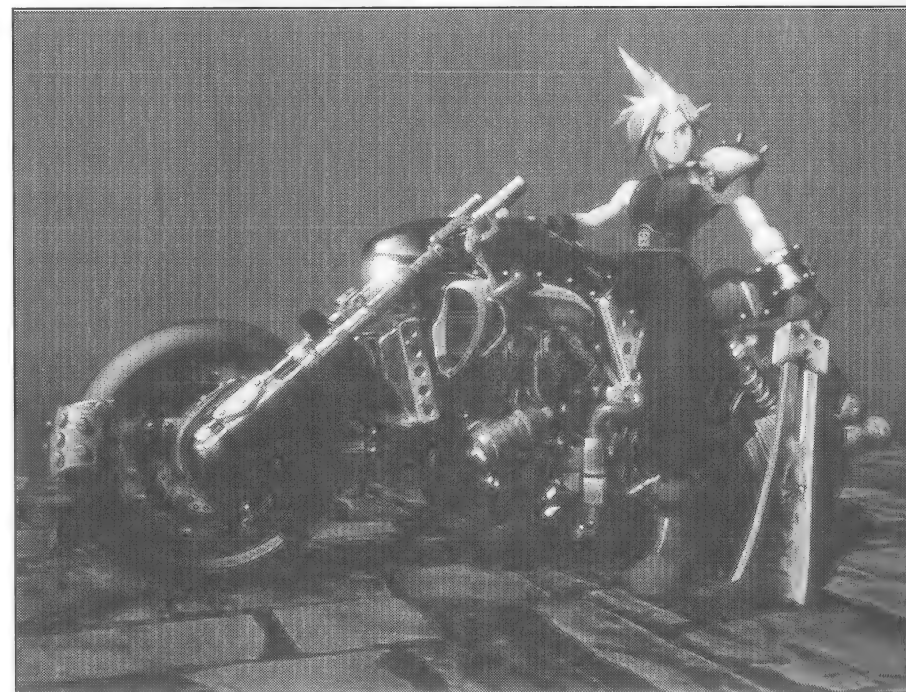
bridge, the land becomes flat and grassy. Keep heading north and you'll arrive at Wutai.

When you enter the town, Yuffie will see you and run away.

Head to the upper-left corner of town. There's a path here that leads to a large courtyard and a pagoda. Enter the building to your right and walk along the hall until you arrive at a room with a man sleeping inside. Enter it and talk to the man. He is Godoo, Yuffie's father. Keep talking to him until he stands up, at which point Yuffie will appear and then be chased away by her father. If you follow

Yuffie, you'll find that she has disappeared. Before leaving this area, enter the room next to Godoo's and examine the right wall. There is a hidden panel here that will open, revealing a passage. At the end of the passage is a chest containing the Hairpin (a weapon for Red 13).

On your way out, go into the room to the left of the entrance. You can come here and spend the night for free, but if you examine the scroll on the left wall, it will lift up, revealing another passage. The chest at the end of this passage has a Fuuma Shuriken (Wind Demon Throwing Star) inside it.



Return to town and go into the eatery in the southwest corner of town. The Turks are here! Talk to them all (Elena, Rude, and Reno). When you are finished, go to the Item Shop. Normally, there is a woman standing in front of a treasure chest (preventing you from getting at it) but now she will have moved away. Open the chest and you'll get a MP Absorb materia, but Yuffie will drop down from the ceiling and swipe it from your hands! Leave the shop and go to the southeast edge of town. There's a building here near the entrance. Go inside and examine the folding panel to the left. Hiding behind it is Yuffie, who dashes

away as soon as she is discovered. Chase her outside and go to the eatery. If you look at the jar standing outside the eatery, you'll see that it is moving. Approach it and press O to make your friends block all the exits. Then press O three times to make your main character hit the jar until Yuffie jumps out. Seeing that she can't escape, she'll lead your characters to her house.

Meanwhile, two Shinra soldiers run into the eatery to meet with the Turks. After Elena leaves, you'll find your characters in Yuffie's house. When she goes downstairs, follow her., don't



miss the Kamedouraku Flyer that's on the far wall when you go downstairs. Talk to Yuffie. When you can move again, examine the levers in the back room; you can pull the right lever or the left one. It doesn't matter which one you choose, since either one will make a cage drop on top of your allies! Yes, Yuffie has tricked you again. Examine either lever a second time to free your friends, then leave the house.

Return to the courtyard area where the pagoda is and you'll see that you can now enter the building to your left. Climb up the steps and examine the bell to ring it; this will reveal a hidden door. Beyond the door, you'll find Yuffie, who has been taken hostage by none other than Don Corneo, the mohawked pervert that tricked you back in the Wall Market. He has captured Elena as well. Before chasing after him, open the chest to your right to find a Swift Bolt, and open the chest to your left to get an Elixir. Go up the stairs and you'll find yourselves in the altar room back in Godoo's house. Three Shinra soldiers appear and attack you, allowing Corneo to escape. Kill the guards (they're the same as the ones that attacked you on the curving path), then go outside.

Here, you'll run into Rude and Reno. Talk to them, then return to town and head to the northeastern corner.

There's a path here that leads up into the mountains, where huge Dachao statues have been carved into the rock. Talk to the Turks again as you follow the path, and keep going along the path until it splits. Take the path that goes north. It leads past a huge head to a crossroads. Rude is standing here, blocking the entrance to a cave. If you talk to him, he'll enter the cave. Go inside and open the chest in here to get a weapon for Cid. You can't get across the fire-pits yet unless you've gotten the Suishin Uroko from the submarine docks. Talk to Rude again and then exit the cave and head south to find Corneo, who's tied Elena and Yuffie to the face of a Dachao statue. When you confront him, he summons a boss to attack you.

BOSS TIPS:

RAPUSU

LV: 39 HP: 6000 MP: 300
This winged beast isn't that tough, but unless you were able to hold onto some Materia, all you can do is attack. Use Phoenix Downs and Hi-Potions or other restorative items to heal your party, and you may want to use 'attack' items like the Deadly Waste or Swift Bolt in order to inflict damage along with your normal attacks. Because of their high attack power, Red 13 and Vincent make the best

allies to have in this fight. If you think you can make it without Vincent assisting you, then use his breaks to inflict lots of damage on the boss. You'll receive a Peace Ring when the battle is finished.

After the battle, Don Corneo will ask you a question and you have three answers to choose from. Pick any one you like. Corneo threatens to kill Yuffie and Elena, but then Reno and Rude show up and send Corneo to his well-deserved demise. Back at her house, Yuffie will give all the materia she stole back to your characters (including the MP Absorb materia).

You'll find yourself back in the World Map again, but don't leave just yet. Return to Wutai and enter the building near Yuffie's house. It's full of cats. Normally, there's nothing you can do here, but now you can climb up the steps in the back to find a secret passage. Walk north (towards the screen), to find a cat and a chest. Inside the chest is a HP Absorb materia. Take it and go back outside.

Now, head back to the courtyard. Enter the pagoda and talk to the man there, Goorikii. He'll inform you that if she wishes, Yuffie can fight by herself against the five guardians of the

Pagoda of Five Strong. Choose the top option to accept and the bottom option to decline. After each battle, go up the stairs and talk to the person there, picking the top option to fight them and the bottom option to not fight them. You don't have to kill all the guardians in one go, and if Yuffie is killed in battle, the game won't end, although she'll have zero HP and will need to be revived before she can fight again.

YOUR ENEMIES ARE:

*First Floor: Goorikii,
a winged creature.*

LV: 30 HP: 3000 MP: 150 (weak vs. Wind)

Use Haste on yourself, then use the Deathblow materia repeatedly in order to inflict lots of damage. Don't forget to heal yourself when your life gets low. The boss can use Barrier, but he's still easy to defeat. Yuffie gets an X Potion once she's won the battle.

*Second Floor: Sheiku,
a penguin-like monster.*

LV: 32 HP: 4000 MP: 180

Use the same strategy that you used against Goorikii. You might try the Barrier spell to reduce physical damage. His 'Furious Bomber' attack causes a lot of damage, but it will fill up your Limit Break bar very quickly.

Yuffie will receive an Turbo Ether when the fight ends.

*Third Floor: Chehofu,
a four-armed foe.*

LV: 34 HP: 5000 MP: 210

Keep your HPs up in case you get paralysed. Once again, using Haste, Barrier, and then attacking with the Deathblow materia should do the trick if your attack power is low. Yuffie's prize for winning this battle is an Ice Ring.

*Fourth Floor: Sutanifu,
a creature swinging and iron ball.*

LV: 36 HP: 6000 MP: 240

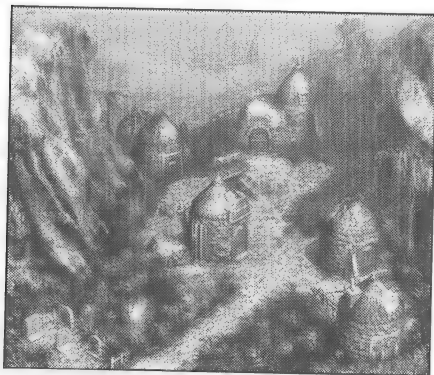
Fight him the same way you fought Sheiku. Without a doubt, the easiest boss of the Pagoda of Five Strong. If you win, Yuffie will get an Elixir from him.

*Fifth Floor: Godoo,
a three-headed monster.*

LV: 41 HP: 10000 MP: 1000

Godoo's attack style changes depending on which head is facing you. He has many attacks, including the Trine Enemy Skill and the ability to drain your HP. He will also use his supply of MP to heal himself for around 1200+ points per use. To beat him, deplete him MP supply by using the Ghost Hand item or Magic Hammer Enemy Skill (you can learn it from the





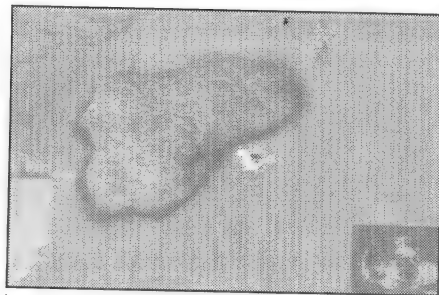
Ashigirious that live north of Wutai; they look like bunches of grass). The other way to beat him is simply Berserk yourself, assuming you have enough HP and your attacks do over 1200 points of damage. Your only other tactic is to stay alive until he runs out of HP and then attack him. You'll get Yuffie's Level 4 Limit Break Manual (Universe) once Godoo is defeated.

After Yuffie defeats Godoo, he'll give you the 'Summon Leviathan' materia.

SECRETS AND TIPS

GETTING YUFFIE

You can get Yuffie in your party during any disc. If you're in Disc 1 and are riding around in the Buggy, that will work, too. The two places that she



appears most often are the forests beyond the Gold Saucer (in the Gongaga Area), and most forests in the Junon Area. After a few battles, you'll fight Yuffie.

BOSS TIPS: *Mystery Ninja* (her stats. vary) Just attack. Yuffie can use all kinds of attacks during this time, but not once she joins you! Yuffie's level, HP and MP vary depending on what level your characters are at.

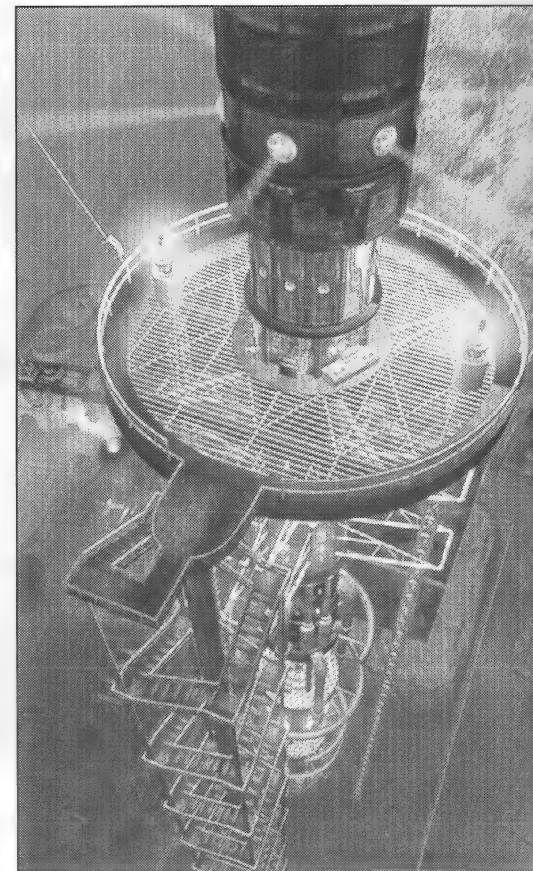
When the battle ends, you'll be in a plain with Yuffie lying nearby. There's also a Save Point here. However, if you touch the Save Point, then go to your menu screen to save, Yuffie escapes and steals 200 gil! Don't worry, you can meet her again. You'll have to talk to her several times to get her to join. As she and you converse, she'll ask you several questions, and you can reply in two ways. To get her to join, respond like this:

Reply: Not interested
(talk to her again)

Reply:petrified Reply: Wait a second! Reply:That's right. Reply:Let's hurry on. Or in other words, choose the bottom reply, then the top one, then the bottom one, and so on. After that, you can name her and she's yours for keeps. Note that if you choose the top answer for the last question she asks, you can name her, but she'll steal 700 gil from you and run away. You'll have to repeat the whole process if you want to get her in your party. So don't do it.

GETTING VINCENT

The second hidden character in the game, Vincent can also join your party during any disc. You'll need the gold key from the safe in Nivelheim's Shinra Mansion. Go down to the pink cavern leading to Sephiroth's library (it's in the Shinra Mansion, the entrance is in the stone wall in the eastern wing). Remember the door to the crypt you couldn't get through? You can now enter it. Stand at the foot of the purple coffin and hit O. The lid will fly off and Vincent will talk to you. Choose the bottom reply when he asks you a question. When the coffin closes, press O again. Choose the second (bottom) reply when Vincent poses another question, and you can



name him. Then, try to leave the cavern and he'll join you. Vincent can join you from the first time you reach Nivelheim onwards (but not during Cloud's flashback).

THE SAFE IN NIVELHEIM

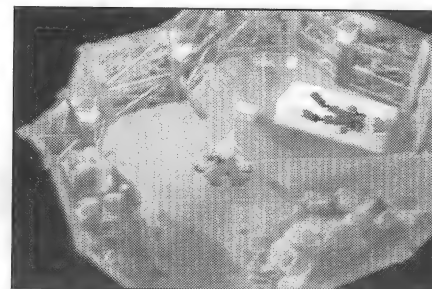
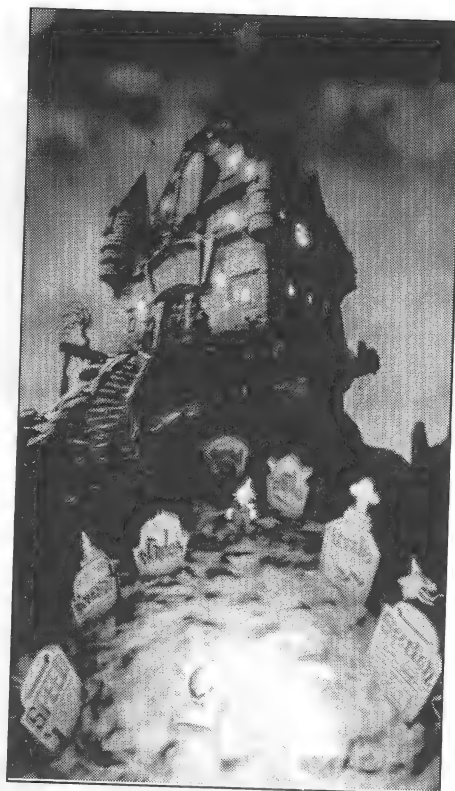
What most people forget when trying to open the safe is that it's just like a real combination lock...so you have to go in more than one direction when inputting the numbers. Furthermore,

unless you're fast enough, you'll run out of time if you try any other combination. The code is: RIGHT TO 36, LEFT TO 10, RIGHT TO 59, RIGHT TO 97

This means that you hold right and scroll through the numbers, then hold left until you reach 10, then hold right for the last two numbers. Don't forget to press O to verify each entry. When the safe opens, a Summon Materia (Odin) pops out, and you are assaulted by a big goon.

BOSS TIPS: ROSUTONANBAA
LV: 35 HP: 7000 MP: 300

This boss can be taken out just by attacking and using Limit Breaks. Magic spells (Fire, Cold, Lighting) that are at level 2 are also okay to use. Heal yourself and use Summon Materia (like 'Summon Chocobo and Moogles', and you'll win in no time. Aside from physical attacks, all this guy can really do is use a Lightning 2 spell on you, but it only does 400-500 points of damage to one character, so it's nothing to worry



about. Rarely, he does a double-fisted hammer punch to one character that averages 2200 points of damage, though, so pack in some Phoenix Downs before trying to tackle him. If you blow off his red half (the one that uses magic) his physical attacks become more aggressive, so keep your HP up. Likewise, if his purple half is destroyed first, he will use more mid-level spells, like Quake 2, against your party. It is possible to kill this boss without either part of it dying (by stunning it using the 'Summon Chocobo and Moogles' spell).

Not only do you get an item from the boss once you beat it (it's the manual for Red 13's Level 4 Limit Break, the Cosmo Memory), but there's also a

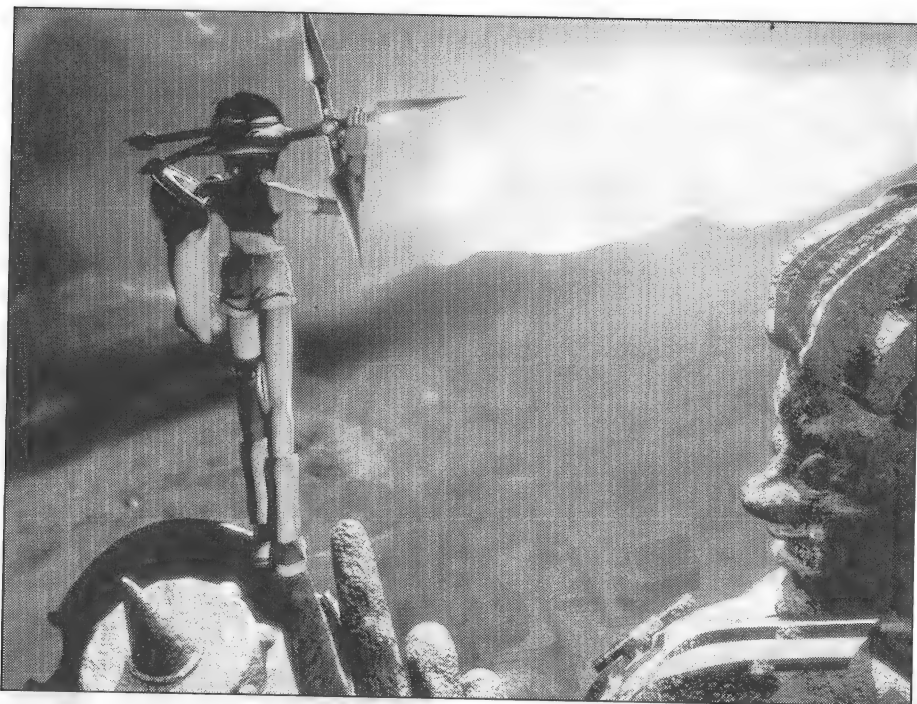


gold key lying in the safe that you can grab. Don't forget to take the Red Materia!

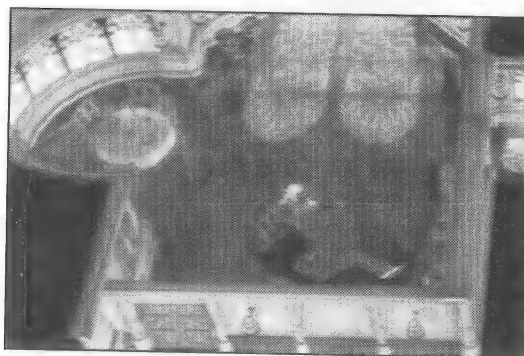
THE SLEEPING MAN

Get over 100 wins by fighting battles. To see how many wins you have, get in the Highwind or ride a Green, Blue, Black, or Gold Chocobo ever so slightly south and a little ways to the east of Midgar City, where you'll find a cave surrounded by mountains with a river nearby. Inside the cave is a sleeping fellow who (usually) tells you how many wins you've gotten so far.

Not only do you need to have over



100 wins, but the last two digits have to be the same (100, 111, 255, etc.) When you have the correct number of victories, talk to the sleeping man. He'll toss and turn, then give you an item (Mythril). Next, go to the house



on the peninsula near the Gold Saucer. Talk to the man in the house, and when he gives you a choice, pick the top option. You'll lose the Mythril, but you now have the choice of opening the long wooden chest by the bed to get a Gold Armlet, or examining the metal lid on the upper floor at the end of the walkway to get the manual for Aeris's Level 4 Limit Break.

PIANO TRICK

Go to Nivelheim during Disc two or three, with Tifa in your party. Nivelheim is the town by the pointed mountains on the

Western Continent. Enter Tifa's house (the second building on the right side) and head upstairs to where her piano is. Choose the bottom option, then the bottom option again to play it (you can't use the top option if you want the manual).

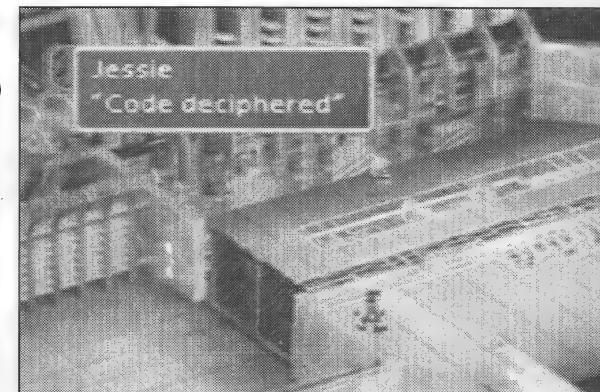
Then, press: X, S, T, L1+T, L1+S, X, S, T, L1+X, O, X, S, X*

You should find 1 gil between the piano keys. Play the piano again, and you'll find an Elemental materia. On your third play, Tifa will reach for the music sheets and find a letter addressed to her from her mentor, Zangan. She'll also find the Limit Break manual that he left for her.

* Note that you can also play the 'Highwind' theme by pressing: D, L, U, L1+T, L1+S, D, L, U, L1+X, R, D, L, D

KEY TO MIDGAR CITY

<Disc two or three> First talk to the man standing by the doors back at Midgar City. He won't appear until after you've gotten the Highwind and rescued Cloud from Mideel Village. Talk to him, then return to the excavator's village on the Northern Continent. Chat with the man by the door and pick the first option, then the second or third option. While you



could place diggers and hunt for the Key yourself, if you want to cheat, go over to the destroyed plane atop the dinosaur's skull. See the one excavator near the bottom of the screen? Near him is a tiny piece of metal sticking outwards; position yourself underneath it and press up so that your character is looking forward, then dig. You can use the Key to enter the locked gates near Area 7 and look around Midgar City.

If you go into the church where you met Aeris, you can see her bending over the flowers; she'll flicker and disappear after a second. There's not a lot to do here, but if you go back to the Wall Market and go to the 'ITEM' building with the machine gun inside it, you can get Tifa's Ultimate Weapon by examining the computer before the gun fires upon you (you don't need Tifa to get the item). Also, remember the man in the gun shop that you bought the Battery from to

reach the Shinra Building back in Disc 1? The man in the left side of the shop will sell you an accessory (Sneak Glove) for 129,000 gil this time around.

TURTLE'S PARADISE FLYERS

There are six of these flyers scattered throughout the world. You can find them in the following locations:

Flyer No. 1: Midgar City...the town next to Aeris' house. Go to the second floor of the southeastern building and look at the papers taped to the wall by the stairwell.

Flyer No. 2: Shinra HQ...on the first floor, check out the board with the papers on it near the elevators. The only time you can read this flyer is at the beginning of the game or when you raid Midgar in Disc 2.



Flyer No. 3: Gold Saucer...go to the Ghost Square and enter the hotel. Read the sign that says 'SHOP' next to the shop entrance.

Flyer No. 4: Cosmo Canyon...check the left wood post of the Tigerlily Arms Shop.

Flyer No. 5: Cosmo Canyon...the gold paper by the door on the second floor of the inn (the entrance is behind some hanging cloth near the bonfire).

Flyer No. 6: Wutai...the bottom floor of Yuffie's house; it's the wall scroll to the right of the doorway. You can't get there unless you've done the sub-quest.

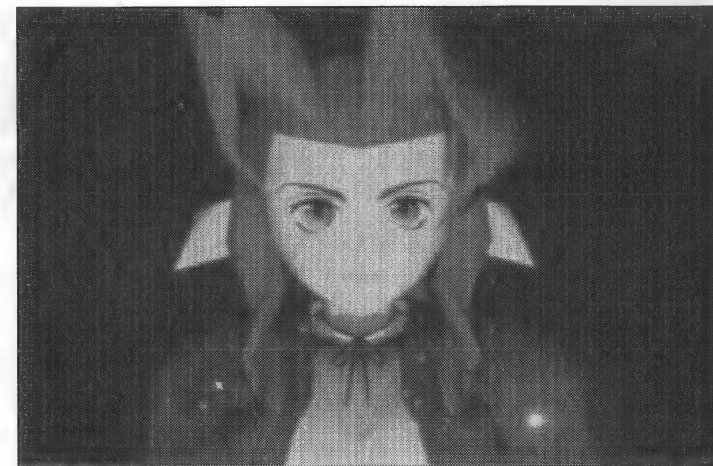
You don't have to find the flyers (they look like pieces of paper) in order.

Whenever you have read all six of them, go to the restaurant in Wutai (the large building in the southwestern corner of town). Talk to the barkeep and you'll get a Power Source, Guard Source, Magic Source,

Mind Source, Speed Source, Luck Source, and a Megalixir.

ALL SEVEN FEVER

As easy as this trick sounds, it's harder to perform than you might think. One of your characters has to have a current



HP of 7777. This can be done by getting injured, equipping materia, or by raising levels. When that particular character enters a battle, the message 'Ooru 7 Fiibaa' (All 7 Fever) will appear. It will show up every time the 'fevered' character attacks, too.

During this time, the person affected by the 'All 7 Fever' will make one normal attack against each enemy when their Time Bar is filled, even if you have materia such as Slice Everybody or Mega All equipped. However, assuming they don't miss, that person will always strike for 7777 damage, even if an enemy has special defences. Furthermore, that person behaves as if he/she was berserked (i.e. you can't select commands for them since they will do nothing but attack), and can take no other action (even if you're wearing a Counter Attack materia).

They can still lose HP or be affected by enemy abilities/magic/etc. There are two major drawbacks to this trick; your current HP drops to 1 point after the battle (it can be healed by normal means), and you can't repeat the trick unless you have 7777 HP exactly.

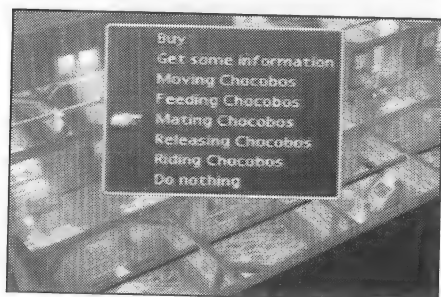
EXCHANGE GIL FOR GP

When you arrive at the Golden Saucer, there will be a man standing near the back of the screen (past the Save Point), who appears there about 1/60th of the time. If you talk to him, he will sell you one GP for 100 gil. You can buy up to 100 GP from him. An easy way to find him is to enter the Saucer and leave, then enter again, but you'd better have a Gold Ticket or plenty of spare gil otherwise!



RAISING CHOCOBOS

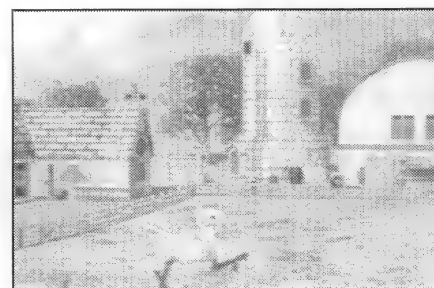
You're going to need a lot of money, patience, and luck if you want to raise Chocobos. The payoff is that you can breed Chocobos that can fly, swim, climb over mountains and go to places normal vehicles can't reach. Here are some brief instructions. Remember, there is a random element to Chocobo breeding, so it may take a couple of tries to get the kind of Chocobo you desire. Also, be sure to save after correctly completing a step as you'll undoubtedly have to reset a



couple of times during the breeding process.

Here goes. After getting the Highwind in Disc two, return to the Chocobo Barn. You can purchase stalls from Choco Bill for 10000 gil per stall, and you'll need at least four

stalls (you can purchase six in total). Remember, after you don't need Chocobos any more, you should just kick them out to make room. Before you can start breeding, though, you need to stock up on supplies. Fly to either Bone Village or the Chocobo Sage's house. If you run around on the grass, you'll eventually fight an enemy called Brachioladus. Fight it three times, stealing a Carob Nut from it each time (you'll need the Steal materia first). Then, go to the Goblin Island or Round Island and steal a Zeio Nut from the Goblins that

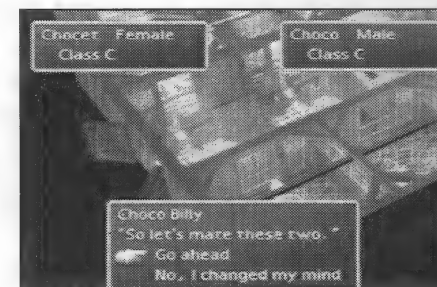


live there. Finally, go to the Chocobo Sage's house and purchase 40 Sylkis greens from him.

Equip a Chocobo Lure materia. Fly to the chocobo tracks near the Gold Saucer (by the shore), and capture a chocobo. Press X to dismount from the chocobo, and choose the option to return it to the Chocobo Barn. You need to capture 2 chocobos from here, although you can get the other chocobo later or not get it at all, if you wish.

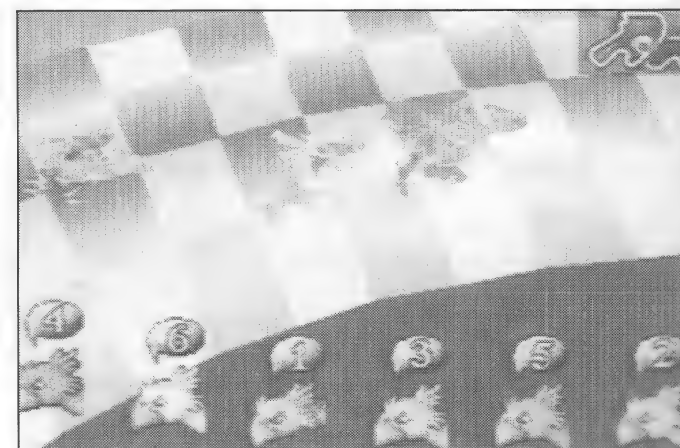
Now, fly to the chocobo tracks near Mideel. Capture a chocobo here, and send it back to the Chocobo Barn. Once again, you can capture a second chocobo here, but you don't have to.

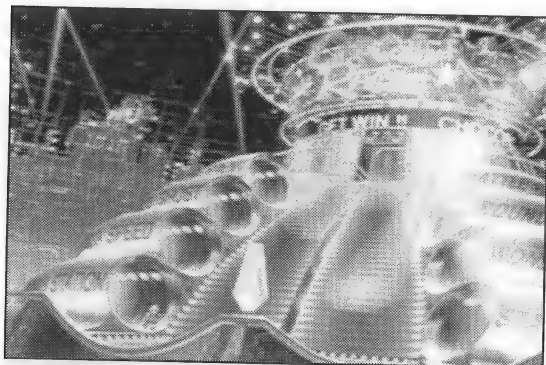
IMPORTANT NOTE: The gen-



der of a Chocobo is not determined until you return to the Chocobo Barn and name them. Therefore, it is advised that you save your game before naming them. That way, if you don't get the kinds you want (see below), then you can reset and try naming them again and seeing if their gender changed.

Return to the Chocobo Barn and talk to Choco Billy. Name your Chocobos (this will put them in the stalls). Now, go up to your chocobos and examine them by pressing O. You'll want to





make sure that you have one male and one female (or two males and females, if you caught four chocobos).

Furthermore, one of them should be the running kind (usually you'll want the females), and the other should be the walking kind (usually, this should be the males).

So, you have at least one male and female, and one is a walker and the other is a runner, right? If not, you'll have to release the chocobos that aren't the ones you want and go and



capture more (or reset, if you heeded the important note).

Choose to mate the chocobos, and tell Choco Billy that you want to feed them a Carob Nut as well. Hopefully, you'll get a coloured chocobo the next day! It should be green or blue. If not, you'll have to reset and give it another go. Keep note of

your baby chocobo's gender--it's very crucial later on.

IMPORTANT NOTE 2: Later on in this process, it's required that you race chocobos at the Gold Saucer (see below). However, if you have trouble getting the correct type of chocobo during these few steps, you can optionally choose to race them. The better your chocobo's race class is, the higher chance you have of getting the needed colour type of chocobo.

At this point, you have three options. You can repeat the last few steps (get a chocobo from the Gold Saucer, get a chocobo from Mideel, make sure they're both the correct types, and breed them using a Carob Nut). Or, if you got two other

chocobos the first time around, you can then breed them together. Your third choice is to use the same pair of chocobos that you just bred. In that case, you'll have to waste some game time, as chocobos that have just mated can't do it immediately again.

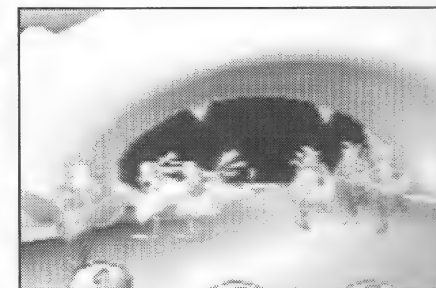
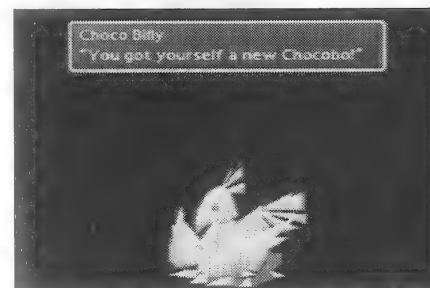


In any case, you'll want to breed your chocobos together and get a blue chocobo, using the steps outlined above. Your blue chocobo **MUST** be the opposite gender of your green chocobo, or you can't mate them. Feed the blue chick and the green chick 10 Sylkis Greens each.

Get in the Highwind and go to the Gold Saucer via North Corel's ropeway. Go to the Chocobo Square and talk to Ester. Tell her that you want to

race using either your green or blue chocobo. The goal here is to keep racing until your chocobo's race level reaches A. To do this, win the races consistently; it will take a couple of tries. To ensure winning, just use Automatic Mode for most of the race and hold R1 + R2 to recover lost Stamina while racing. After one chocobo has hit rank A, do the whole racing process again with the other one.

Once your green and blue chocobos are both rank A, return to the



Chocobo Barn. Breed the two chocobos together, using your last Carob Nut. If everything worked out, you'll have a black chocobo.

Fly to the Northern Continent (the snowy one), and look for Chocobo tracks on the western edge of the continent. Land and then capture a chocobo at the tracks. Return to the Chocobo Barn and name it (it should be the opposite gender of your black chocobo, and should be the 'dashing' kind ie it runs very fast with it's head down).

Feed 10 Sylkis Greens to the black chocobo and the dashing yellow chocobo. Then, go back to the Gold Saucer and race both Chocobos up to race class A again! When they're both at rank A, go back to the Chocobo Barn and tell Choco Billy that you want to mate them, using the Zeio Nut this time around. With a little luck, you'll get the Gold Chocobo!

Unlike wild chocobos that you can catch, the ones that you've named are tamer, and if you get off them, they will stay where you left them until you get back on. You can also ride a tame chocobo into the Highwind and trans-



port them around with you on the airship.

YELLOW CHOCOBOS can go anywhere you can normally get to on foot. The sole advantage is that a chocobo is a lot quicker than walking.

BLUE CHOCOBOS can walk along rivers, but they can't go past waterfalls. They can also walk in shallow water, just like Cid's aeroplane could.

GREEN CHOCOBOS can run over mountains, even the pointed mountains by Nivelheim. They can also dash over most cliffs and drops.

BLACK CHOCOBOS can walk along rivers and move around in shallow water. They can also run over mountains and cliffs. Unlike the blue or green chocobos, the black variety can go over any cliff or drop: even walk up or down waterfalls, enter the

canyon surrounding the Ancient City, or walk over the ice forest that you have to traverse in Disc two after the snowboard scene.

GOLD CHOCOBOS can do everything a black chocobo can - they can also walk in the ocean, allowing you to go anywhere you want, even into the dirt pit surrounding the Gold Saucer (just like the Saucer vehicle). Truly the ultimate in transportation!

LEARNING LIMIT BREAKS

A lot of people don't know how the process of learning Limit Breaks works, or they may not know how to learn all the Breaks. Basically, the Limit Break mastery process goes like this:

Level 1, first Limit Break: - You start with this one, so don't sweat it.

Level 1, second Limit Break: - You must use your first Limit Break of that

level ten times.

Level 2, first Limit Break: - Kill a certain number of enemies. You don't have to win that battle, you just have to kill a particular enemy using the character who's trying to learn a new Break. You can kill them in any way, too; use magic, use Morph, use an item, whatever. The number of enemies you have to kill tends to be between 40 - 80. It's been proven that Vincent can kill less enemies to learn his second Breaks, but the exact number is unknown.

Level 2, second Limit Break: - You must use your first Limit Break of that level eight times.

Level 3, first Limit Break: - See 'Level 2, first Limit Break' notes.

Level 3, second Limit Break: - You must use your first Limit Break of that level six times.

Level 4, Extreme Limit Break: - You must know all your other Limit Breaks. Then, select your character's

'Extreme Limit Break' manual and use it on them just as you would any other item. See below for details on finding your character's Extreme Limit Break manual. The Extreme Limit Break manuals' locations are listed here: CLOUD: You must

NAME	LIMIT BREAK	LIMIT BREAK	LIMIT BREAK
Lewis	5422/5627	999	
Emmsey	1477/1888	161	
Josh	3490/4160	695	

earn 32,000 battle points at the Gold Saucer in *one visit*. You can then trade them in for the manual.

BARRETT: Get it from a lady wearing a hat in one of the buildings in North Corel after the train ride in Disc two.

TIFA: Go to Nivelheim and play the 'Highwind' theme twice on the piano in Tifa's house followed by L1+T (see section 8 for details).

AERIS: Get 1xx wins in battle (where xx are two matching digits). Then go to the cave where the sleeping man is and he'll give you the Mythrill. Head to the blacksmith's house by the Gold Saucer, give him the Mythrill, then climb up the stairs and examine the metal lid at the end of the walkway. Once you get the Highwind, doing this is easy. But Aeris will have already left you by then. So, to get her manual



while she's still in your party in Disc one, do the following:

Hop on the Gold Saucer Buggy. If you haven't got it yet, keep playing until you've finished the Gold Saucer area. Then pilot the Buggy into Costa Del Sol. You'll enter the town as if you had walked into it. Go to the harbor and talk to the sailor by the boat. Choose the top option to pay 100 gil and you can then walk along the dock and enter a ship, which will return to Junon Town. Although there's not

much new here, you will get a different reaction from most people because you're no longer dressed up as a guard. Anyway, once you exit the city, you'll find that you've brought the Buggy with you! From here, it's a simple matter of heading towards the river, crossing it at the ford below the



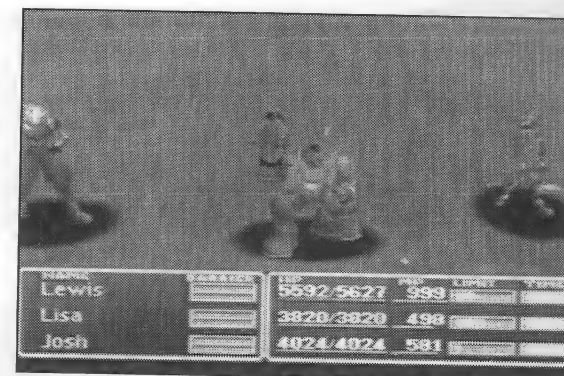
waterfall, then heading up to the cave where the sleeping man is. And after getting the Mythrill, you have to go all the way back to the Eastern Continent so you can reach the blacksmith's house. Well, don't say I didn't warn you!

RED XIII: Go to Nivelheim and unlock the safe in the right wing of Sephiroth's Mansion. You'll receive Red 13's manual from the boss when you defeat him.

YUFFIE: Return to Wutai after completing Yuffie's sub-quest. Head to the pagoda and beat the five bosses within - she'll get her manual once Godo is defeated in battle.

VINCENT: Once you have the submarine or a Green, Black, or Gold Chocobo, go to the waterfall in the middle of the Western Continent. If you enter the waterfall from the left side with Vincent in your party, he'll meet a girl from his past (Rukueshia). You have to visit the falls twice, once during Disc 2 and again before raiding Midgar City; it's during your second visit that you'll get his manual.

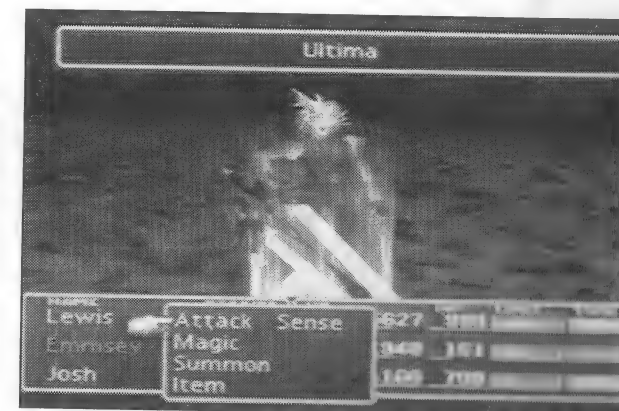
CID: After you get a submarine, go underwa-






ter and search for the wrecked plane near the southern part of the World Map, between the Western and Eastern continents. His manual is in one of the treasure chests inside the plane.

ULTIMATE WEAPONS

Truly the best in offensive weaponry, the Ultimate Weapons can make mincemeat out of even the strongest opponent. Ultimate weapons have zero Materia growth, but have eight



	Josh LV 58 HP 4160/4160 MP 708/708	 Wpn. Limited Moon Arm. Mystile Acc. Safety Bit	Equip
Slot			
Growth	Nothing		
Attack	93	+	
Attack %	114	+	
Defense	65	+	
Defense %	58	+	
Magic atk	0	+	
Magic def	72	+	
Magic def%	68	+	

holders, and every two holders are linked. When using the 'Morph' materia, the amount of damage inflicted drops to 1/8th, but with an Ultimate Weapon, the amount only drops to 1/3rd. There are also special ways to increase the amount of damage these weapons do. The only exception is Aeris' Ultimate Weapon, which has seven holders and can gain AP.

The Ultimate Weapons are:

Cloud's 'Ultima Weapon':

Kill the Ultima Weapon during Disc two or three to get the Ultima Weapon. This weapon does damage based on the (lack of) difference between Cloud's current HP and maximum HP. In other words, the fuller your life is, the more damage you do.

Barret's 'Missing Score':

Stick Barret in your party while climbing up the stairs to the Mako

Cannon during the raid on Midgar during Disc two. If Barret's in your party, a chest will be visible on one of the landings that contains his Ultimate Weapon. To empower Barret's weapon, attach materia to it that have lots of AP (such as mastered materia).

Tifa's 'Premium Heart':

Get the Sector 5 Key and return to Midgar during Disc two or three. Go to the Wall Market and enter the building labelled "Item". Examine the computer and you'll get her weapon. During a battle, Tifa's weapon does more damage the closer she gets to maxing her Limit Break. If she does a Limit Break and misses one of the slots, the weapon's power will momentarily increase, then lessen.

Aeris' 'Princess Guard':

While exploring the Ancient Temple

	
NAME	Attack Sense
Lewis	627 999
Emmsey	948 161
Josh	160 708
	Item

during Disc one, open the chest in one of the corridors connected to the clock puzzle room in order to get the Princess Guard. If her allies are in critical condition or are killed, the power of her weapon shoots up.

Red XIII's 'Limited Moon':

Prior to the raid on Midgar City in Disc two, or during any time in Disc three, go to Cosmo Canyon with Red XIII in you party. Buugen Hagen will give him his Ultimate Weapon before dying. The Limited Moon does more damage depending on how much current MP Red has, just like how the Ultima Weapon's ability to inflict damage depends on Cloud's current HP to maximum HP.

Yuffie's 'Conformer':

Her Ultimate Weapon is found in one of the chests in the wrecked Shinra plane that's lying on the sea floor. When fighting enemies, if they are of a level higher than Yuffie's, she does more damage per hit.

Cait Sith's 'HP Shout':

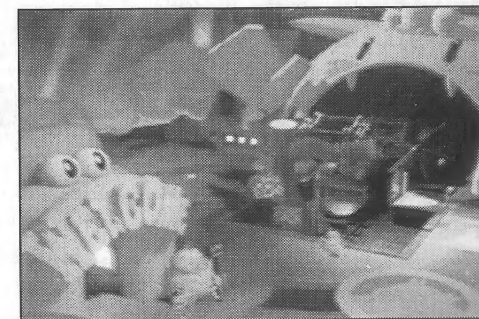
Found in the back row of lockers on Floor 64 of the Shinra HQ, during the raid on Midgar City in Disc two. Just like the Ultima Weapon, Cait does more damage depending on how close his current HP is to his maximum HP.

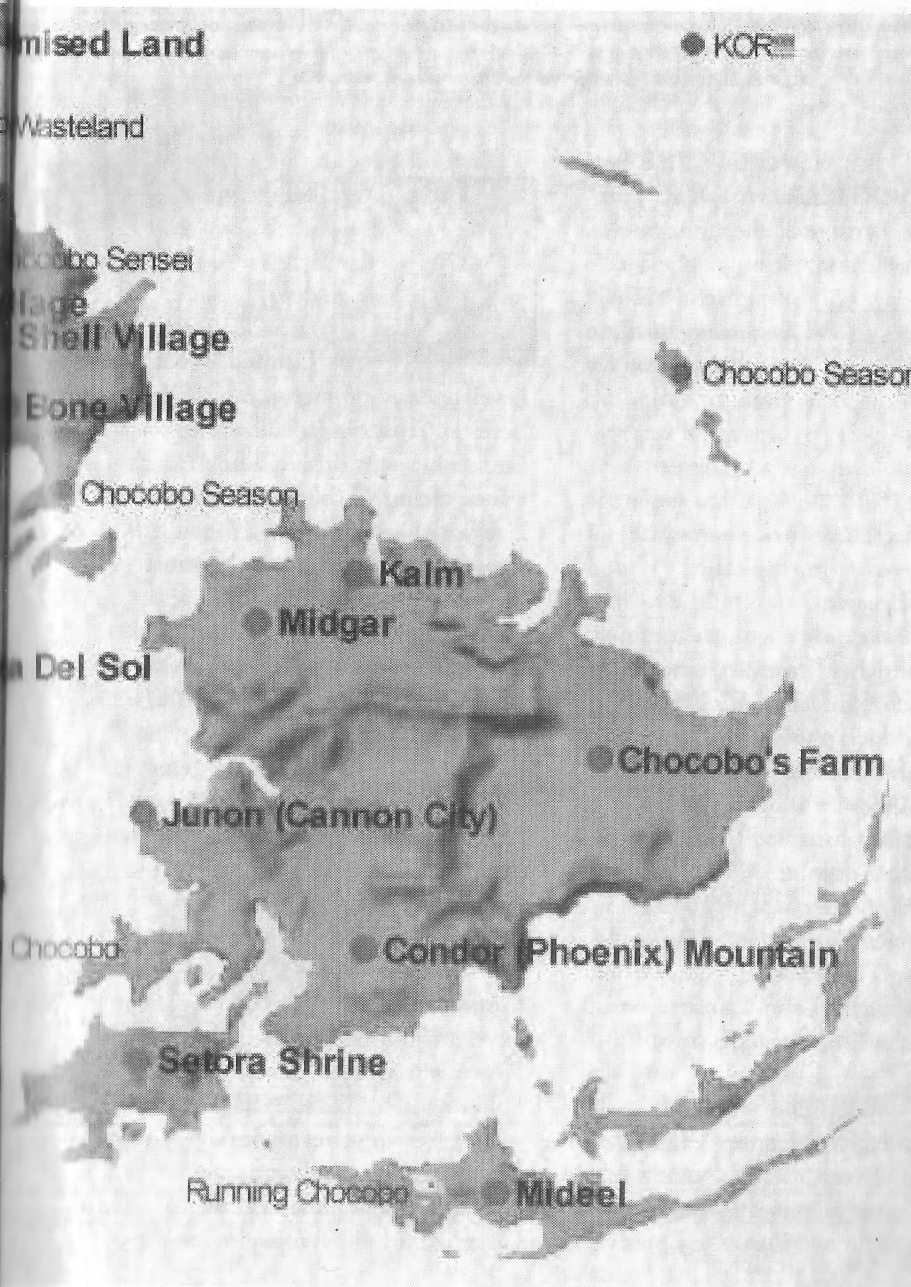
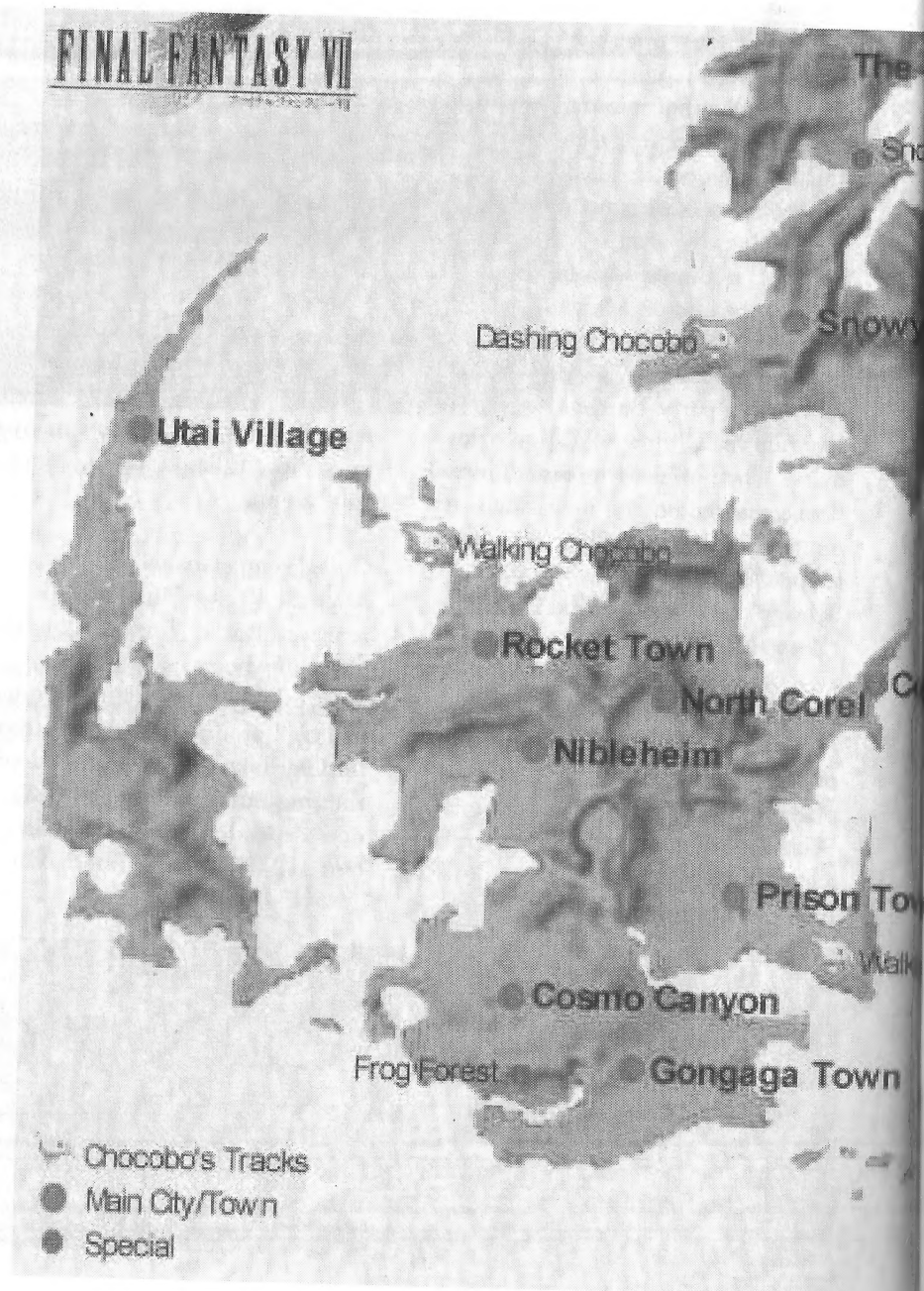
Vincent's 'Death Penalty':

Put Vincent in your party and visit Lucrecia during Disc two; she's in the Waterfall Cavern on the Western Continent and you can get there using a Green Chocobo or the submarine. You should go here as soon as you're able to. Then, visit Lucrecia again before you go off to kill Hojo, and she'll give Vincent the Death Penalty and his Extreme Limit Manual, Chaos. The Death Penalty's power raises in proportion to how many enemies Vincent has killed since joining your group.

Cid's 'Venus Gospel':

After the Rocket Huge Materia Quest, return to Rocket Town. Talk to the old man who gave Cloud the Yuki-yoshi. Chat with him repeatedly and he'll produce the Venus Gospel for Cid. Like Red's Limited Moon, the amount of damage this weapon does depends on how close Cid's current MP is to his maximum MP.





Character Info

TIFA LOCKHEART

Tifa is the heroine of the story. She's a tough cookie and although she isn't that useful at the beginning of the game, later you'll find her limit breaks are very useful indeed.



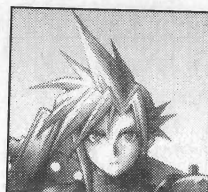
Give her the long range materia and place her at the back of your group for safety.

Limited Breaks:

Level 1: Beat rush – a quick combination of punches. Level 1: Somersault – a somersault kick. Level 2: Waterkick – a sweep kick plus water damage. Level 2: Meteodrive – a back slam. Level 3: Dolphin Blow – a rising uppercut accompanied by a geyser of water with a dolphin riding on top of it. Level 3: Meteor Strike – Tifa grabs her opponent, jumps in the air, and body-slams them as a huge explosion appears. Special Level 4 limited break (see Level 4 limit break section).

CLOUD STRIFE

The hero of Final Fantasy VII and the owner of the most lethal looking hair in videogame history. His choice of weapon is the sword and he's pretty



handy with it too. He's also a dab hand in the spells department and is fast and strong.

Limited Breaks:

Level 1: Braver – high jump strike. Level 1: Cross Slash – dissect an enemy. Level 2: Break Clear Attack – release chains of shading energy. Level 2: Crime Hazard – slice a foe in half. Level 3: Meteorain – jumps into air and calls meteo to attack enemies. Level 3: Finishing Touch – a tornado forms in the enemy group. Special Level 4 limited break: Omnislash (see Level 4 limit break section).

AERIS GAINSBOROUGH

A mysterious flower girl/Ancient being. She has a very important role in the story, but remember, always put her in the back line in the battle since she is only good at casting spells.

Limited Breaks:

Level 1: Healing Wind – restores some HP to whole team. Level 1: Wicked Spirit – sealed. Level 2: Earth's Breath – cure the whole team. Level 2: Angry Brand – max out all team members' limit bar except herself. Level 3: Guardian Star – all team members

become invincible for a period of time. Level 3: Life Beat – all team members' life restored and their HP and MP

max out. Special Level 4 limited break: Great Gospel (see Level 4 limit break section).



RED XIII

Red XIII is very useful at the beginning because his damage is comparable to Cloud's and his magic ability is quite good, but his defence is terrible. Not a bad character against most of the bosses, but avoid using him when fighting the final Sephiroth characters.

Limit Breaks:

Level 1: Shred Fang – dashes into one opponent and hits for physical attack. Level 1: Lunatic High – the whole team will speed up. Level 2: Blood Fang – he attacks enemy and also restores some HP and MP for himself.



Level 2: Stardust Ray – calls stars and attacks enemies 12 times. Level 3: Howling Moon – goes berserk and speeds up at the same time. (Don't worry berserk will not let the character attacks his team-mates, only chaos will). Level 3: Earth Rave – he attacks with fire and physical damage five

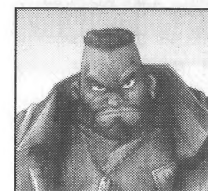
times. Special Level 4 limited break: Cosmo Memory (see Level 4 limit break section).

BARRET WALLACE

The leader of Avalanche is a bit of a hot-head. Use his temper to best effect through physical attacks. However, his physical prowess is a trade off against his poor magical skill, but later in the game his monstrous endurance comes in very handy.

Limited Breaks:

Level 1: Big Shot – Barret fires a huge fireball at one opponent. Level 1: Mind Break – cause no damage, but completely drains one enemy opponent's MP. Level 2: Grenade Bomb – Barret fires an invisible shot that explodes into a huge ball of fire that damages all opponents. Level 2: Hammer Blow – a one punch kill. But



it's very easy to miss. Level 3: Satellite Beam – Barret locks on to his enemies and calls down beams of blue light to fry the opposition. This attack hits for special damage. Level 3: Anger Max – using his weapon like a machine gun, Barret fires repeated rounds of ammunition at all opponents. Special Level 4 limited break: Catastrophe (see Level 4 limit break section).

VINCENT VALENTINE

The game's secret character isn't needed to complete the game, but his limit breaks are spectacular so he's a worthy addition to your team.



Limit breaks:

Level 1: Garian Beast – turns himself into a giant horned purple beast (don't be filthy!). Level 2: Death Gigas – turns himself into Frankenstein's Monster. Level 3: Hell Masker – turns himself into a Friday 13th character with the hockey mask and chainsaw. Special Level 4 limited break: Chaos (see Level 4 limit break section).

CAIT SITH

If you love to gamble this character should be your favourite. His attacks and magic aren't anything special, it's his limited breaks that make him interesting. His level 2 limit break acts



like a slot machine with combinations giving different effects. The worst combination is Death Joker (face, face, bar) which

will instantly kill the whole team. But the combination, face, face, face kills all your enemies instantly, including the bosses.

YUFFIE KISARAGI

You don't need Yuffie to finish the game but she is a damn fine character. Her tricks are pretty useful in the battle and she's great at both stealing and



escaping from a battle.

Limited Breaks:

Level 1: Greased Lightning – slash once for no damage then soon a slash mark appears on an enemy. Level 1: Clear Mirror/Still Water – restores some HP for the whole team (like Healing Wind for Aeris). Level 2: Extract mountain cover world – she hits the ground which creates earth damage for an enemy. Level 2: Blood Ritual – hits all enemies 10 times. Level 3: Armoured Sleeves' One Touch – damage enemies with blue lights. It hits for special damage. Level 3: All Living Human Must Perish – attacks enemies for 15 hits. Special Level 4 limited break: All Creation (see Level 4 break section).

CID HIGHWIND

A periphery character that is average on all counts. If you want to use him



then you're playing the safe option, because nothing really stands out. Not a character we'd recommend.